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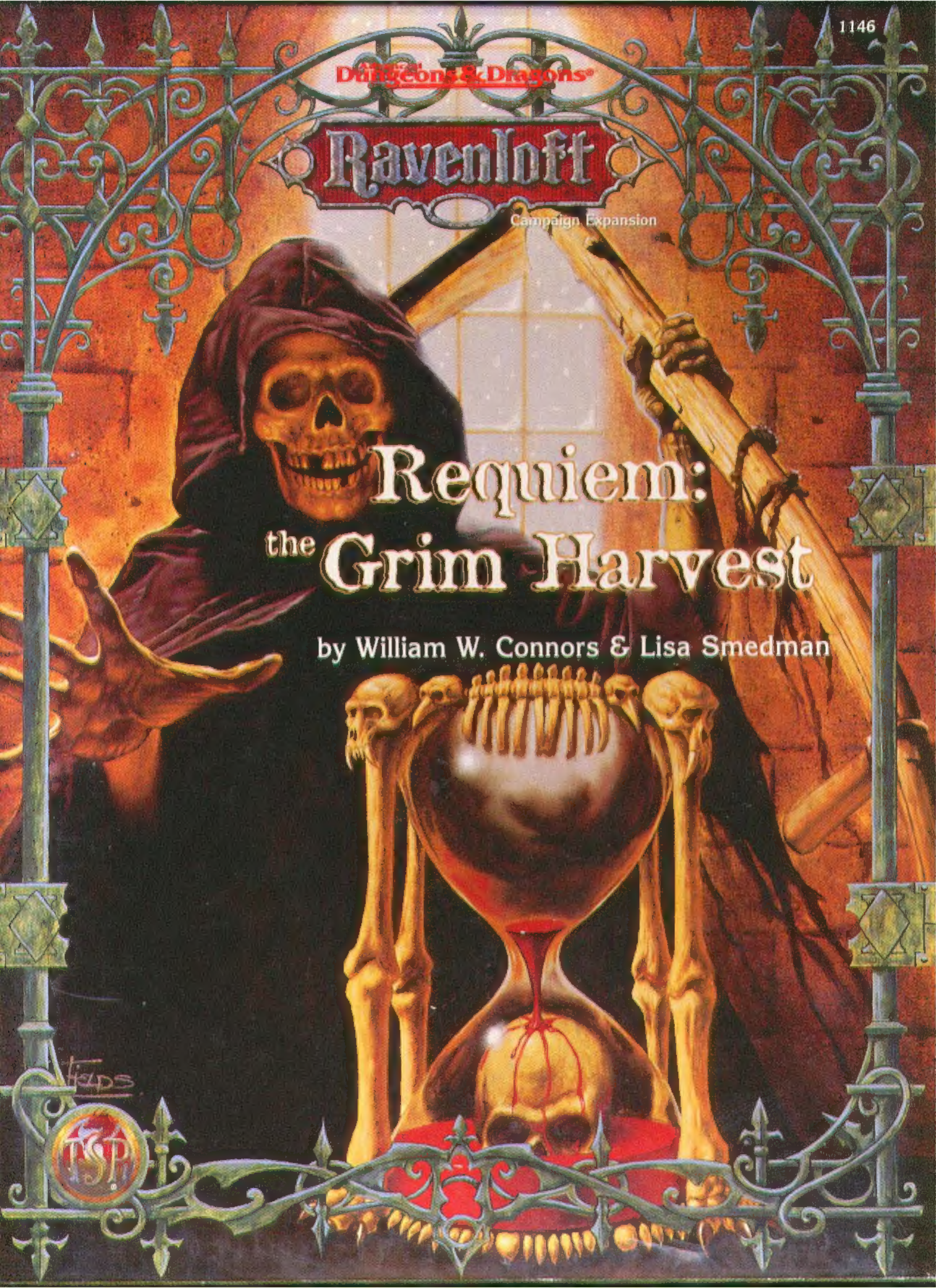
Dungeons & Dragons®

Ravenloft®

Campaign Expansion



Requiem: the Grim Harvest

by William W. Connors & Lisa Smedman

TSR®

Dungeons & Dragons
Ravenloft
Source Book
Requiem

Requiem

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Dedication:

To Bruce Nesmith: Once again, I get all the credit for your brilliant idea.

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Introduction

In the greenest of our valleys,
By good angels tenanted,
Once a fair and stately palace—
Radiant palace reared its head.
In the monarch Thought's dominion—
It stood there!
Never seraph spread a pinion
Over fabric half so fair.

The Haunted Palace
Verse 1
Edgar Allen Poe

Author's Introduction

The Necropolis Project, as I like to call it, has been in the works at TSR for many years. It began as an off-hand comment made by Bruce Nesmith at a meeting three or four years back. "A lot of people have written to us asking for rules that would allow them to run vampires as player characters in RAVENLOFT® games," he said. A number of the designers and editors in the meeting liked the idea, but some were rather lukewarm to it. I was among the latter. "What's scary about being the vampire?" I asked. Since no one could answer that question, the project was shelved.

Over the years, we've brought the matter up from time to time. Always, it came back to that same point: what's scary about being the vampire? The RAVENLOFT game has always been about fear and terror. Until someone could tell me how this project would fit into that mold, I wasn't going to support the project. Neither, for that matter, was anyone else.

Then, years after the first suggestion that we do a product like this, someone was able to answer that question for me. I won't take the credit for it, although I can't honestly say that I remember who it was that figured it out. In the end, however, someone told me how it could be scary to be the vampire.

Thus were planted the infernal seeds that would grow into the *Requiem* rules set. I suppose that I should say something like "I hope your players have fun with these rules," but I don't think that's quite the point here. Instead, I'll wish them a quiet and quick death, for the afterlife is long and harsh, and it begins now . . . .

William W. Connors
August 1995

Introduction

Welcome to Necropolis

Necropolis is a unique land, even among the domains that make up the Demiplane of Dread.

In the wake of the events in the *Grim Harvest* trilogy of adventures (*Death Unchained, Death Ascendant,* and *Death Triumphant*), Darkon has been transformed into the domain of Necropolis.

Il Aluk, the capital of Necropolis, has been swept clean of living things. There are no plants, no insects, no bacteria, nothing. So infused with the power of the Negative Energy Plane is this place that only the ranks of the living dead may come and go freely in this region. Any living creature who tries to enter the city is drained of life and becomes an undead thing.

The rest of Necropolis has been affected by the disaster at Il Aluk to a greater or lesser extent. The closer one is to the capital of Necropolis, the more pronounced the influence of the Negative Energy Plane becomes. There is no sudden transition from life to death here, just a gradual descent into the grave that begins at the domain's edge. At the border, life continues as before, all but unaffected by the tragedy in Il Aluk.

Azalin, the lich lord who has ruled Darkon for centuries is gone. Has he escaped from Ravenloft? No one knows. Did his plan to ascend to demilich status succeed? Who can say? This great mystery may be resolved at some point in the future, but it remains unanswerable for now.

Azalin's successor as Lord of the Domain is Death, a character introduced in the second *Grim Harvest* adventure. It is not, however, a domain lord in the tradition sense. It cannot close the borders of the realm and does not seem to be operating under any great curse (indeed, it revels in its status as master of the dead and undead). It is unable to leave Il Aluk, for it subsists on the negative energy with which that place has been infused, but it has no desire to depart the city, and is not suffering because of its confinement. Why is this? No one knows. Whatever the truth behind Death, it is certainly a new factor for those who think they understand the Demiplane of Dread to consider.

The main objective of the *Requiem* boxed set is to provide players and Dungeon Masters with the rules they need to run undead characters. This does not mean, however, that the other undead creatures of the world will accept them. To put it in rather loose terms, imagine that all undead creatures, who serve Death without question, belong to a sort of dead-guy club. The heroes are not members of that club, having the will to resist Death, and possibly even having opposed it in the past (an unpardonable sin). Thus, the player characters (PCs) are hunted by the undead of Necropolis (and other realms) whenever they encounter them.

Of course, they are also feared by the living, and will find no allies there either. Other adventurers, heroes like the late Dr. van Richten, also want nothing to do with them and will seek to destroy them at every turn. If the heroes felt isolated when they were alive, the situation is even worse now that they are dead.

Learning the Rules

Congratulations, you already know how to play the *Requiem* game!

Apart from a few minor changes, *Requiem* uses the rules laid down in the *Player's Handbook*, DUNGEON MASTER® *Guide*, and RAVENLOFT® campaign setting. Those differences that do exist will be found primarily in the creation of characters. Combat, spell casting, movement, all these things are effectively the same in a *Requiem* game.

So what's the best way to learn the *Requiem* game? Plunge right in. Run your players through the adventure *Death Triumphant* (even if they haven't played the first two modules in the series, this one stands alone). Half way through it, when they all die horribly, transform them into undead characters using the rules presented in that module. By the time you've finished the rest of the adventure, you'll have a good feel for what makes *Requiem* unique.

A Short History of Necropolis

Banners yellow, glorious, golden,
On its roof did float and flow;
(This—all this—was in the olden
Time long ago)
And every air that dallied
In that sweet day,
Along the ramparts plumed and pallid,
A winged odor went away.

The Haunted Palace
Verse II
Edgar Allen Poe

Arrival

Many years ago, the dark lich Azalin entered the misty domains of Ravenloft. Drawn from his home in the ancient realm of Greyhawk by a power he did not understand, the great necromancer struck an unholy alliance with the vampire Strahd von Zarovich. This was not a friendship, for both men were dark hearted and determined to get the better of their relationship.

For good or evil, however, Azalin and Strahd delved deep into the dark secrets of the Demiplane of Dread. Together, they learned more about the fabric of Ravenloft than anyone (save for the possible exception of the mysterious Vistani). Neither man, however, was satisfied with this knowledge. Both wanted something more, something that, although they did not know it, they could never have. They wanted their freedom.

Whatever forces had imprisoned them, however, had too great a hold on them. Strahd was forever bound to the domain of Barovia. When Azalin recognized this, he knew that his work with Strahd had come to an end. Putting aside his experiments, he left Castle Ravenloft behind and sought his future in the Mists.

Departure

Exactly what Azalin expected to find, no man can say. To be certain, the lich lord himself has never spoken of it. Perhaps he assumed that he would escape the demiplane that held so tightly to its original denizen, Strahd von Zarovich. Whatever his thinking, however, it seems certain that Azalin had no desire to end up as he did. When the Mists embraced him, the undead wizard found himself gifted with a great kingdom, by many accounts it was the greatest in all of Ravenloft. He had all that he had sought during his years on Oerth, but something was not right. In short order, the lich discovered the problem; he had lost his talent for the arcane. This is not to say that he could no longer work magic. Far from it. If anything, the power of his spells had grown greater with his acceptance by the Mists of Ravenloft.

No, Azalin was still as powerful a spell caster as one could hope (or dread) to encounter. What he had lost was the ability to learn new magic. All the spells that he had recorded in his arcane tomes to that point still functioned for him, but new incantations were meaningless to him. Magical writings that might hold the key to harnessing new mystical powers held no more information than a child's scribbles. The runes and glyphs that had been his one and only love were now only smudges and patterns. In many cases they were intricate and fascinating to contemplate, but never did they give up the secrets that he burned to uncover.

Effectively blinded to the wonders of magic, Azalin despaired of ever escaping from his gilded prison. Despair, however, was not an emotion that suited him well and before many years had passed, the lich lord renewed his escape plans.

A Short History of Necropolis

Conjunction

For over a century, Azalin tried to come to grips with his curse. He discovered that no field other than magic was barred to him. History, science, medicine, all these things he could learn with a minimum effort. This was something of a relief, but did little to lessen the agony that burned within him.

Clearly, the lich concluded, this strange land was the root of his curse. Some force, which neither he nor the vampire Strahd had ever been able to put a name to, was interfering with his mind. Despite many attempts to counter this force, both by shielding himself from it and attempting to destroy it outright, Azalin was caught in its merciless grip. It was clear to him that he must escape, but it was equally clear that he lacked the power to free himself from the land of the Mists.

Then, as if in answer to his dark prayers, a forgotten tome made its way into his hands. Unearthed by a team of adventurers who, sad to say, had to be destroyed, the work appeared to be a book of prophecies. Exactly when they were written was unclear, but the man whose visions were recorded in that grim book, Hyskosa, clearly had the gift of foresight. One by one, Azalin watched as the words of Hyskosa came true.

But what of the Grand Conjunction? Hyskosa's greatest prophecy told of a time when several signs came to pass and "the gates of Mist would be cast aside." Azalin became convinced that this was his escape. With an eager eye, he began to manipulate people and events so as to ensure the happenings that Hyskosa predicted.

His eagerness, however, proved to be his undoing. Because of Azalin's haste, the last two of Hyskosa's signs took place out of sequence. Even as the Grand Conjunction began, it faltered and collapsed. Azalin briefly tasted freedom, but then found himself trapped again. If anything, this short period of liberty made his renewed imprisonment even more unbearable.

Ascension

The weight of his curse was now greater than ever. There must be an escape, Azalin was certain, but it was clearly harder to attain than he had at first expected.

The lich considered matters again. Perhaps there was more to this than he had at first believed. What if this was not a prison, but a test? It might be that this place was not a cell that he must escape from, but a crucible in which he must be transformed.

Right or wrong, Azalin decided that this was the approach that he must take. He decided that he would escape from Ravenloft by altering himself. When all was done, Azalin would no longer be the creature who had been trapped in Darkon. Instead, he would follow the natural progression of his kind and climb to the next plateau of power, becoming a demilich.

Even without his cursed handicap, Azalin was not fool enough to think of this undertaking as a simple one. In most cases, the ascension from lich to demilich required the subject to learn dark and forgotten magics. Knowing that he was unable to do this, Azalin began to look for an alternate path to power. Gradually, the plans for his nightmarish Grim Harvest took shape.

Agents of the dread Kargat, Azalin's elite secret police force, fanned out across Darkon. Indeed, so extensive was the Grim Harvest that Azalin's minions passed beyond the borders of his own realm and spilled over into Falkovnia and other neighboring lands.

When everything was set, they began a series of assassinations. By means of special magical daggers, Azalin's agents harvested the life force of those they killed. In time, they had amassed a great cache of life energy which was stored inside macabre crystal skulls. As these skulls were charged, they were transported to the Grim Fastness, the Kargat citadel. There, at the heart of a great machine, the lich lord waited.

At Azalin's command, the energy within these receptacles was released. The Lord of Darkon cried out in agony as the massive power of hundreds of lives filled him and transformed him.

Requiem

Like Azalin, the energy that had been stored in the crystal skulls was transformed. No longer was it the life-giving stuff of mortal existence. The surge of power that spilled out from Azalin's infernal machine was death itself. In the seconds that followed Azalin's great experiment, everyone and everything in Il Aluk was slain. All life in that great city, whether animal or vegetable, sentient or bestial, was instantly snuffed out. Or was it?

Gradually, from the ashes of this great disaster, things began to rise. Not the living, vital creatures who had once made their homes in the shadow of Castle Avernus, but lifeless creatures who drew their power from the Negative Energy Plane.

Azalin was gone. Had his experiment succeeded? Had he ascended to a state beyond the understanding of mortal men? No one can say. No matter, his legacy remained. Where once maps had show Darkon, a land of men and dwarves and elves, now they would show a newer, grimmer place. From the ashes of Darkon grew the domain of Necropolis, a realm inhabited by the seemingly endless ranks of the damned.

And on its throne, sat a merciless creature calling itself only Death.

The History of Ravenloft

Year	Major Events
351	The Demiplane of Dread forms as Barovia appears in Ravenloft.
470	The Vistani Madame Eva forges an alliance with Strahd von Zarovich.
528	Powerful heroes assault Castle Ravenloft, confront Strahd von Zarovich, and are killed.
542	Azalin the Lich enters Ravenloft and joins forces with Strahd von Zarovich. Together, they begin to research the nature of the demiplane in an effort to escape from it. Each vies for superiority.
547	The domain of Forlorn is formed.
575	The domains of Arak and Lamordia form.
579	The domain of Mordent is formed
579	Azalin abandons his researches in Barovia and travels into the Mists. His evil is recognized and Darkon is formed.
581	The domain of Bleutspur is formed.
588	The domain of Keening is formed.
593	The domain of Gundarak is formed.
603	The domain of Invidia is formed.
610	Harkon Lukas enters Ravenloft.
613	The evil of Harkon Lukas is embraced as the domain of Kartakass is formed.
625	The domain of Valachan is formed.
682	The domain of Nova Vassa is formed.
683	The domains of Lamordia and The Nightmare Lands are formed.
684	The domain of Borca is formed.
689	Vlad Drakov enters Ravenloft.
690	The domain of Falkovnia is formed.
691	The domain of Tepest is formed.
694	The domain of Richemulot is formed.
698	The domain of Markovia is formed.
700	The armies of Falkovnia attack the domain of Darkon but are turned back by legions of undead.
702	The domain of G'Henna is formed.
704	The armies of Falkovnia attack the domain of Darkon but are again repelled by legions of undead.
707	The domain of Dementlieu is formed.
708	The domain of Arkandale is formed.
711	For the third time, Drakov orders the armies of Falkovnia to invade Darkon. As before, they are easily defeated by legions of undead.
714	The domain of Hazlik is formed.
715	The domain of Dorvinia is formed.
720	Lord Soth enters Ravenloft. The domain of Sithicus is formed.
722	Drakov's armies attempt a fourth invasion of Darkon and again fall before legions of undead.
730	The domain of Verbek is formed.
735	The Vistani seer Hyskosa records his *Dire Prophecy* predicting the coming of the Grand Conjunction and the subsequent dispersal of Ravenloft.
736	The first of Hyskosa's prophecies comes to pass.
737	The second of Hyskosa's prophecies comes to pass.
738	The third of Hyskosa's prophecies comes to pass.
739	The forth of Hyskosa's prophecies comes to pass.
740	In his haste to bring about the Grand Conjunction, Azalin forces the last two elements of Hyskosa's *Dire Prophecy* to occur out of sequence. Thus, the Grand Conjunction collapses and the Demiplane of Dread is not dispersed, although its geography is altered.
749	The Grim Harvest begins. In an early test of the process that Azalin hopes will make him a demilich, one of his agents is transformed into a terrible creature calling itself only Death.
750	The Grim Harvest culminates as Azalin disappears and the realm of Darkon is transformed into Necropolis. Citing the ancient beliefs of Darkon's people, which say that the dead will one day rise again to rule Darkon, the creature calling itself Death claims rulership of the new domain. Its power over the living dead, even those with free wills, seems absolute.
751	*Requiem* campaigns begin.

Ability Scores

Wanderers in that happy valley
Through two luminous windows saw
Spirits moving musically
To a lute's well tuned law,
Round about a throne, where sitting
(Porphyrogene!)
In state his glory well befitting,
The ruler of this realm was seen.

The Haunted Palace
Verse III
Edgar Allen Poe

The *Requiem* campaign expansion has been carefully designed to allow players of the RAVENLOFT game of classic horror to add a new dimension to their campaigns. Specifically, it provides Dungeon Masters with all the rules they need to help their players create characters drawn from the ranks of the sinister undead.

Of course, creating characters so different from the traditional stock from which the heroes of Ravenloft have always been drawn will require a few changes to the systems that players and DMs alike have become familiar with. Some things, however, will remain the same or be changed in only minor ways. In an effort to make learning the game easier, the author has made every attempt to maximize the former and minimize the latter.

Generating Ability Scores

Requiem characters are defined by the same six Ability Scores that AD&D® players have become familiar with. For the most part, these will run the same 3 to 18 range that existing characters do.

From time to time, however, the exceptional powers of the undead will result in the creation of player characters with scores higher than 18. For those already familiar with universes like the DARK SUN® campaign setting, this will not be too unusual. Players and DMs who play more traditional campaigns, however, will find the power of their undead characters interesting and exhilarating.

The preferred method of Ability Score generation for *Requiem* characters is described as Method V in the *Player's Handbook*. To summarize, the player rolls four six-sided dice, ignores the lowest die, and totals the remaining three. The total is recorded and the process is repeated until six Ability Scores have been generated. At that time, the six numbers are assigned to the Ability Scores as desired by the player.

In most cases, this will result in the creation of characters with somewhat higher than average Ability Scores. This is not always the case, however, as the chances of rolling low numbers on all four dice are not too remote. Still, in a game where all of the characters are assumed to have risen from the grave, it's not a difficult matter to assume that the transformation from life into undeath has been an unkind one.

Before we continue, let's take a look at the six ability scores and examine the specific ways in which they are used in a *Requiem* game.

Strength

As in the core AD&D game or the RAVENLOFT campaign setting, Strength is a measure of the character's raw physical power.

Strength is the prime requisite for characters from the reanimated class. This particular branch of the undead includes zombies, ghouls, and other creatures who

have been forcibly plucked from their graves and forced, through no action of their own, to return to the land of the unliving.

Exceptional Strength

In the core AD&D game, characters who follow the path of the fighter are able to hone their Strength scores beyond 18 and into a realm normally reserved only for superhuman creatures. Such scores are signified by a percentile appended to the warrior's Ability Score of 18. Undead characters, however, skip this percentile and can move directly to a Strength score of 19.

Among the races of men and demihumans, characters with exceptional Strength scores are few and far between. Within the ranks of the undead, however, it is far more frequently encountered. Indeed, among the Vistani a person who is strong of limb is often referred to as having been "gifted with the strength of the dead."

Hit Probability

The core of all physical combat in the *Requiem* setting is the Attack Roll, just as it is throughout the ADVANCED DUNGEONS & DRAGONS® game. Particularly strong living characters are more dangerous in physical combat than weak ones, and so too are the undead with high Strength scores.

This Attribute is especially important to take note of because high Strength scores are more common among the undead than they are among the living (at least within the ranks of the corporeal). When coupled with the fact that a great many of these creatures have fangs, claws, or other adaptations that make them even deadlier, it becomes even more telling.

Damage Adjustment

Not only do stronger characters hit their enemies more often, they also inflict more damage with each blow that finds its mark. In the case of characters with claws, fangs, or other natural weapons, the bonus to their damage rolls received for their Strength scores is in addition to those for the attack modes themselves. Weapons like crossbows or firearms do not receive this bonus, but bows, spears, and the like do.

Weight Allowance

Although an undead character's ability to carry weights is governed by his Strength score, just as it is among the living, there are some important differences. Perhaps the most obvious of these is the fact that the dead are not subject to the fatigue which overcomes mortal men. Thus, an undead character can travel 24 hours a day, 7 days a week, 365 days a year, even if loaded to his maximum encumbrance level.

Maximum Press

As with the living, an undead character's Strength score indicates the maximum weight that he can lift above his head. Because of the physics involved, it is almost impossible for a character so burdened to move, whether he is dead or alive.

Open Doors

The ability of a character to break down a door can be vital in many situations. This is especially true when the door has been enchanted with a *hold portal* or *wizard lock* spell. Of course, many incorporeal undead creatures aren't slowed down by such obstructions.

Bend Bars/Lift Gates

In cases when the character is put in a situation where only great Strength can prevail, this is rating indicates his chance of success. As the name implies, it is most often used when the character wishes to force open a gap between the bars of a prison cell or heft a fallen portcullis. Other situations may well come up, however, when the DM feels that a test of the limits of the character's Strength is in order. At such times, this is the percentage chance that he will succeed.

Once again, however, the incorporeal undead seldom have need of this statistic.

Dexterity

It is often said, at least among the Vistani and natives of Barovia, that the dead travel fast. While this may refer to the unnatural ability that some undead creatures have to imitate the *haste* spell at work, it can also be taken as a reference to the fact that some undead creatures are among the most nimble and agile things to walk the earth.

Reaction Adjustment

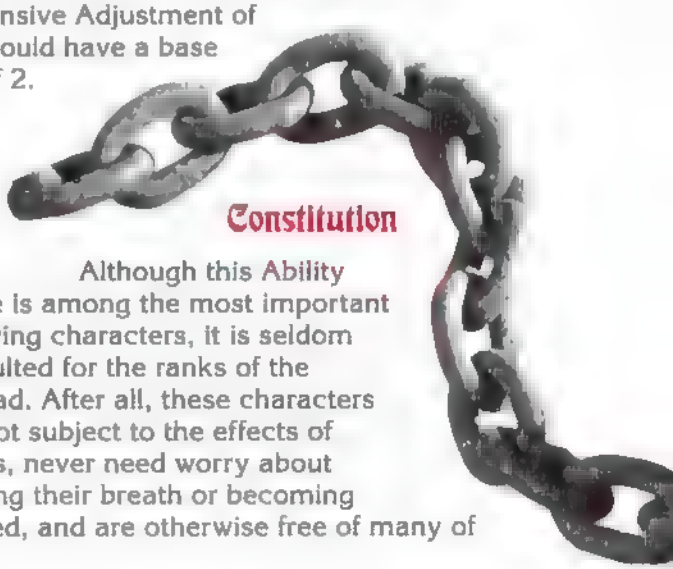
A character's Reaction Adjustment score is used to modify his Surprise rolls and reduce or increase the time it takes him to respond to a sudden change in his environment. It is important to be aware, however, that the senses of many undead creatures are far keener than those of their living counterparts. As such, the Reaction Adjustment generated by a character's Dexterity score may only be the first of several adjustments that will come into play when someone attempts to surprise a *Requiem* character.

Missile Attack Adjustment

Just as a character with a high Strength score is more dangerous in melee combat, one with a greater Dexterity score has a great advantage in missile combat. Apart from the fact that some undead creatures have Ability Scores beyond the human maximum of 18, and thus have greater than normal Missile Attack Adjustments, this score is unchanged from the way it is presented in the core AD&D game.

Defensive Adjustment

A character with a high Dexterity score is harder to hit in combat because of his ability to avoid incoming attacks. In the case of an average human being, this adjustment is applied to his base Armor Class score of 10. In the case of undead creatures with natural Armor Classes below 10, this adjustment is applied to that score. Thus, a creature with a natural AC of 6 and a Dexterity of 18 (Defensive Adjustment of –4) would have a base AC of 2.



Constitution

Although this Ability Score is among the most important for living characters, it is seldom consulted for the ranks of the undead. After all, these characters are not subject to the effects of toxins, never need worry about holding their breath or becoming winded, and are otherwise free of many of

the other elements of life that depend upon this Ability Score.

Hit Point Adjustment

This is perhaps the only truly important aspect of a high or low Constitution score in *Requiem* games. Just as characters in standard AD&D games, *Requiem* characters gain a bonus (or suffer a penalty) when rolling for hit points either at the time of creation or when advancing to a new level. In most cases, the maximum bonus that a character can receive is +2 points, although some characters are entitled to a bonus +3 or even +4 points (see **Exceptional Constitution**).

Exceptional Constitution

Some types of characters are entitled to higher hit point bonuses than others. For the purposes of the *Requiem* game, we'll refer to this as Exceptional Constitution. Among the living, for instance, fighter characters have this ability.

Because undead characters sometimes have Ability Scores above the normal 18 point limit established for the living, those who are entitled to Exceptional Constitution bonuses sometimes receive hit point bonuses of +5 or even higher.

System Shock

While this is an important characteristic for the ranks of the living, it is all but unused by the undead. After all, they have no functioning biological systems and, therefore, are not subject to the shocks that might kill a living character. Thus, whenever an undead character is called upon to resist some form of attack that mandates a System Shock roll, he is assumed to automatically succeed.

Resurrection Survival

The only time that an undead character needs to worry about his Resurrection Survival score is when someone attempts to return him to life. Whenever an undead character is called upon to resist some form of attack that mandates a Resurrection Survival roll, he is assumed to automatically succeed.

Poison Save

Because poison has no effect upon the undead, they need never worry about making saving throws because of it. As such, this attribute is all but unused in the *Requiem* campaign.

Regeneration

Characters with unusually high Constitution scores (beyond the normal limit of 18) are often able to regain lost hit points at superhuman rates. Because certain undead creatures have a natural ability to do this no matter what their Constitution score is, this ability serves as a base score.

For example, a character with a Constitution score of 20 normally regenerates 1 hit point every 6 turns. If he also had the supernatural ability to regenerate 1 hit point per turn, he would heal an extra point every 6th turn.

Intelligence

Although many people think of the undead as a mass of corrupt zombies, wandering from misty place to misty place in search of a fresh victims, this is seldom the case. Those who are familiar with the Demiplane of Dread know all too well that the undead who haunt

its foggy nights are as intelligent and cunning a pack of fiends as one is likely to encounter.

Bonus Proficiencies

Those playing in a *Requiem* campaign are assumed to be using the optional nonweapon proficiency rules presented in the *Player's Handbook*. Thus, the column entitled Number of Languages on **Table 4: Intelligence** in the *Player's Handbook* indicates the number of extra nonweapon proficiencies that the character receives because of his Intelligence. This is an especially important factor in the creation of *Requiem* characters, as nonweapon proficiency slots are used to purchase the special abilities that make undead characters so dangerous.

Spell Level

For those characters who are able to employ the magical spells of the AD&D wizard class, this is an important attribute. For such characters, it functions exactly as described in the core AD&D game rules.

Chance to Learn Spells

As with the previous entry, this information is useful to players whose characters are able to employ AD&D wizard spells.

Maximum Number of Spells per Level

As was the case with the previous two entries, this information is useful to players whose characters are able to employ AD&D wizard spells.

Spell Immunity

Even though they are unaffected by many types of spells, highly intelligent undead characters will use this rating to be able to see through many *Illusion* spells. This entry is used in exactly the same fashion that it is in the AD&D game.

Wisdom

In addition to keen minds, many of the undead possess the great cunning so common to the world's most deadly hunters. While this combination of intellect and acumen is no more common among the undead than it is among the living, when it does occur it generally results in a creature as deadly as any in the world.

Magical Defense Adjustment

This bonus (or penalty) is normally applied to a character's saving throws when he is attempting to resist spells like *charm, fear,* and so forth. As most undead are automatically immune to such spells, it is far less frequently used than it is in traditional AD&D games. In cases where the natural immunity of the undead does not apply, however, this adjustment can be applied just as it is in the AD&D game.

Bonus Spells

This is handled just as it is in the core AD&D rules. For those undead creatures able to use the powers of the priest class, this entry can be among the most important in the game. This is especially true of those characters who have Wisdom scores beyond the natural limit of 18.

Chance of Spell Failure

Just as characters with higher Wisdom scores gain extra spell casting abilities, so too do those with exceptionally low scores suffer a reduction in their magical abilities. Again, this is handled just as it is in the core AD&D game.

Spell Immunity

This is an almost unused statistic in the *Requiem* campaign. Most of the spells that it applies to are ones to which the undead are naturally (or unnaturally) immune.

Charisma

Among the living, this Ability Score represents many things. The same is true of the undead. Because of the great range of physical appearances that one finds among the undead, from wantonly seductive vampiresses to corrupt, decaying zombie lords, Charisma in the *Requiem* game has even less to do with looks than it does in the AD&D game.

Maximum Number of Henchmen

This functions just as it does in the AD&D game. It refers to lesser creatures (both living and undead) that willingly embrace the teachings of the character and follow his orders. Creatures controlled through *charm* spells or other supernatural means do not count toward this total.

Loyalty Base

This functions just as it does in the AD&D game.

Reaction Adjustment

As with the Loyalty Base entry, this statistic functions just as it does in the AD&D game.

Character Races

And all with pearl and ruby glowing
Was the fair palace door,
Through which came flowing, flowing, flowing,
And sparkling evermore,
A troop of Echoes whose sweet duty
Was but to sing,
In voices of surpassing beauty,
The wit and wisdom of their king.

The Haunted Palace
Verse IV
Edgar Allen Poe

Among the most fascinating aspects of the AD&D game are the many races available to player characters. Indeed, much of the fun of the average role-playing session centers on how characters of diverse races interact en route to the resolution of the scenario at hand. After all, exactly what an elf hopes to get out of the current adventure is likely to be very different from the desires of a party's dwarf or gnome members.

To be sure, racial differences between the various AD&D game worlds exist. A DRAGONLANCE® elf is not a DARK SUN or a BIRTHRIGHT® elf. With that in mind, however, the information on the next few pages can serve as an excellent basis for player and Dungeon Master extrapolation.

There are some who say that these differences are less pronounced after death. Such people obviously haven't encountered the various races of vampire described in the RAVENLOFT MONSTROUS COMPENDIUM® books. Even a quick look at the differences between an elf vampire and a dwarf vampire will make that clear. To be sure, those powerful creatures may qualify as extreme cases, but the point is made.

The purpose of this section is to examine the various player character races available in most AD&D games and RAVENLOFT campaigns and provide guidelines on exactly how death has changed their outlook on, well, life.

Unusual Races

Over the next few pages, we'll take a look at dwarves, elves, and the other "standard" races from the various AD&D campaign settings. A few less common races, such as the kender of the DRAGONLANCE saga, and the half-orcs presented in the first edition of the AD&D game, have been included as well to allow player characters the maximum possible diversity.

Dungeon Masters who do not want their players to have access to these unusual races are advised to disallow them. They are included simply to make the *Requiem* campaign setting more complete.

Dwarves

The stoic dwarves seem more used to dealing with adversity than many of the other demihuman races. They are looked upon as a race of proud warriors with a history of meeting death head on and accepting their fate, no matter what it might be. As was pointed out in the first RAVENLOFT MONSTROUS COMPENDIUM, dwarves look upon death as the only reward that a noble warrior can expect for his efforts. To die with honor is the greatest glory that a dwarf can ever hope to attain.

Dwarves who have been cheated of this reward are creatures to be pitied and, at the same time, feared. Dwarf undead are reclusive, shunning contact with all living creatures (but especially with their own kind). It is almost certain that a good part of the reason for their self-imposed isolation is embarrassment and disgust over what they have become. Even those dwarves who sought to join the ranks of the undying, and these are few indeed, feel this way.

The transition from life to unlife results in a number of unusual changes in dwarf characters.

1. Dwarf undead retain their race's natural +1 bonus to Constitution. In addition, however, the power of the grave seems to strengthen them, perhaps because of their close ties to the earth, resulting in a +1 bonus to their Strength scores as well.

2. The naturally dour nature of dwarves is, as mentioned above, not only continued beyond the grave but also amplified. As such, an undead character of dwarf stock suffers another –1 adjustment to its Charisma score.

3. Undead dwarves retain the natural resistance to magic that they had in life. This is dealt with exactly as described in the *Player's Handbook*. In addition, however, they are assumed to have become even more resistant to one specific type of wizardry. At the time of character creation, anyone playing an undead dwarf should select one school of magic to which his character has a magic resistance of 100%. This can be a double-edged sword, however, for this resistance can not be waived at any time and, thus, even beneficial spells are affected by it.

4. Those dwarves who have passed into unlife retain their skill in battling orcs, half-orcs, goblins, and similar races. Again, this is exactly as described in the *Player's Handbook*. To recap, they receive a +1 bonus to their Attack Rolls when fighting such humanoids and these creatures suffer a –4 penalty to their Attack Rolls when attempting to strike the undead dwarf.

5. The naturally keen senses of the dwarf are heightened by his passage into undeath. While living dwarves are blessed with infravision, undead ones have vision that works every bit as well in darkness as it does in light. This is in addition to the infravision that they had in life. Thus, illumination is seldom a concern for undead dwarves who can see perfectly well with even the faintest of lights to illuminate their way.

6. The mining skill of dwarves is unaffected by their death and rebirth. All of the special abilities ascribed to this talent, from detecting grades and slopes in passages to the estimation of their depth, function exactly as described in the *Player's Handbook*.

Elves

The very mention of the elven races conjures up images of life, nature, beauty, and all that is good in the world. Even the sinister drow are a graceful and elegant folk, despite their depravity. A more vital people than the elves would be difficult to imagine. Thus, there is no greater tragedy than the sight of one of these fair folk robbed of all his vitality and splendor and condemned to suffer the darkness of undeath for all time.

Undead elves are sorrowful creatures who feel their loss far more keenly than any of their supernatural kin. They frequently end up as pitiful things who spend eternity in the throes of great depression and gloom. When forced to confront living creatures, especially those of their own race, they are bitter and often spiteful. In time, this animosity almost always turns to contempt and then outright, often violent, hatred.

Many of the abilities that one associates with the race of elves are retained after death. In some cases, these are even amplified. In others, however, they are twisted into mockeries of the powers that once made the elf what he was.

1. Elf undead retain the +1 bonus that nature gave to their Dexterity scores. The alluring aura of mystery and the wanton sensuality of death grants these creatures a similar +1 bonus to their Charisma scores.

2. An elf's slighter frame is unchanged by death and still results in a –1 penalty to his Constitution score. Beyond that, the loss of vitality associated with the transformation into undeath also imposes a –1 penalty to the elf's Strength score.

3. The natural 90% resistance of elves to *charm* and *sleep* spells is even greater in death, for all undead creatures are fully immune to magic that affects the mind and body. Because of this, it can hardly be considered a special ability anymore.

4. Elves retain their natural skill with bows and long or short swords, gaining a +1 bonus to any Attack Rolls made with such weapons.

5. In life, elves are gifted with infravision every bit as keen as that of their dwarf cousins. In death, their vision becomes even sharper, allowing them to see normally in all but absolute darkness. This is in addition to the infravision that they had in life.

6. The skill that elves have at surprising their enemies is enhanced by the natural stillness that surrounds the dead and undead. While the conditions governing the use of this special ability are unchanged from those described in the *Player's Handbook*, the bonus is increased by half. Thus, those who are attacked by undead elves suffer a –6 penalty to their surprise rolls under normal circumstances or a –3 penalty if a door must be opened.

7. Secret and concealed doors are almost impossible to hide from undead elves. In all cases, their chances of discovering such things are twice those of a living elf. Thus, they detect concealed doors 2 times in 6 when passing within 10 feet of them. If they are actively searching for such portals, they find them automatically. When searching for secret doors, they find them 4 times in 6.

Gnomes

Although often confused with their cousins the dwarves, gnomes are slighter of build and gifted with more amiable personalities. While dwarves are often considered grouchy and stubborn, gnomes are generally friendly and outgoing. Many people who find dwarves intolerable consider gnomes pleasant traveling companions. On the other hand, those who like the reserved nature of dwarves usually dislike gnomes and consider them flighty and irritating.

While gnomes are no happier to find themselves deprived of the eternal peace of the grave than the other races of the world, they seem to adapt to it more readily. This is, no doubt, simply a reflection of the adaptability that has enabled the gnome race to survive.

In life, gnomes are known for their love of wit and practical jokes. In death, this is transformed into a keen sense of macabre irony and a twisted appreciation of misfortune that can unnerve even the most stalwart of heroes.

The powers and special abilities of undead gnomes are many.

1. Gnomes who have passed from the world of the living into the realms of the dead retain the +1 Intelligence bonus associated with their keen, alert minds. In addition, their natural agility is enhanced, resulting in a +1 bonus to their Dexterity scores.

2. The natural curiosity of the gnome passes into death with it, as does the –1 penalty to their Wisdom scores due to their tendency to act without thinking. In addition, the macabre aspects that surface in their personalities make them unnerving, imposing a –1 penalty to their Charisma score.

3. Undead gnomes have the same natural resistance to magic that undead dwarves do. This is exactly as described in the *Player's Handbook*. In addition to those abilities, they are assumed to have become even more resistant to one specific type of priestly magic. At the time of character creation, anyone playing an undead gnome should select one sphere of magic to which his character has a magic resistance of 100%. This can be a double-edged sword, however, for this resistance can not be waived at any time and, thus, even beneficial spells are affected by it.

4. Undead gnomes are no more fond of goblins and kobolds in death than they were in life. As such, they gain a +1 bonus to any Attack Rolls made against such creatures. When bugbears, gnolls, ogres, trolls, and other large creatures strike at undead gnomes, they suffer a –4 penalty to their Attack Rolls.

5. Undead gnomes are gifted with the excellent night vision possessed by elves and dwarves who have crossed over into death. Thus, they can see as clearly in darkness as a normal man can under full sunlight. This is, of course, in addition to the infravision that they retain from their time among the living.

6. The mining skill of gnomes, as with that of dwarves, is unaffected by their death and rebirth. Thus, they retain all of their natural subterranean abilities, from detecting grades and slopes in passages to the estimation of their depth. These continue to function exactly as described in the *Player's Handbook*.

Half-Elves

In life, half-elves combine the vital, natural beauty of the elves with the energy and drive of humans. For all this, however, they seldom find acceptance and companionship. As half-breeds, they are shunned by the elitist elements of elven culture and looked down upon by the xenophobic members of the human race. In undeath, half-elves tend to display the very traits that brought them pain in life. They consider their mixed heritage a great boon that makes them superior to pure-bred creatures.

There are few creatures, either living or dead, who are as bitter, vengeful, and menacing as an undead half-elf. Between their special abilities and the decades, sometimes centuries, of abuse that they feel compelled to make up for, these once stoic and noble creatures are nothing less than nightmares incarnate.

1. In life, half-elves have no special advantages over normal humans that would result in an increase to any of their Ability Scores. Undeath, however, infuses them with a deadly cunning that grants them a +1 bonus to both their Intelligence and Wisdom scores.

2. The same energy that makes undead half-elves more deadly, bestows upon them a sinister aura of corruption that few other creatures can tolerate. As a result, their Charisma scores suffer a –2 penalty.

3. The 30% resistance of half-elves to *charm* and *sleep* spells is enhanced by death, for all undead creatures are fully immune to magic that affects the mind and body.

4. As in life, half-elves are gifted with infravision that allows them to see heat sources clearly as far as 60-feet away. In death, their vision becomes even sharper, allowing them to also see normally in all but absolute darkness.

5. Secret and concealed doors are as difficult to hide from undead half-elves as they are from pure-bred elves. Thus, they detect concealed doors 2 times in 6 when passing within 10 feet of them. If they are actively searching for such portals, they find them automatically. When searching for secret doors, they find them 4 times in 6.

Halflings

A more amiable and fun-loving race than the halflings would be difficult to imagine. In life, they are loved and respected, to a greater or lesser degree, by all the other demihuman folk of the world. In death, they become mockeries of their former selves that most people find unsettling at best and, more frequently, vile and horrific.

Undead halflings are cold and emotionless. Their senses, although no less keen, provide them with no pleasure or stimulation. To them, the world is dull and gray. To a race as sensuous as the halflings, no more terrible fate can be imagined.

Because of the drabness of their new lives, undead halflings go to great extremes attempting to milk even the faintest happiness or emotion from their existence. With the failure of each effort, they become more sullen and grim. In many cases, their quest for sensations drives them to depravity.

1. The natural agility of the halfling is enhanced by the feral nature of the undead. Thus, their normal Dexterity adjustment is increased from +1 to +2.

2. Undead halfling characters are no more robust in death than they are in life. As such, they suffer the same –1 penalty to their Strength score that living halflings do. In addition, the corruption of death hangs about them, making them seem unwholesome and heinous. Because of this, they suffer a –1 penalty to their Charisma score.

3. Undead halflings retain the natural resistance to magic that they had in life. This is dealt with exactly as described in the *Player's Handbook*. In addition, however, they are assumed to have become even more resistant to one specific type of magic. At the time of character creation, anyone playing an undead halfling should select one school or sphere of magic to which his character has a magic resistance of 100%. This can be a double-edged sword, however, for this resistance can not be waived at any time and, thus, hinders even beneficial spells.

4. The normal ability of a halfling to resist poisons is, presumably, present in the undead as well. Of course, since all undead creatures are fully immune to poisons, disease, and similar weaknesses of the flesh, this seldom (if ever) comes into play.

5. The sport of rock pitching and similar childhood activities bestows a +1 bonus on all attack rolls made by halflings, both living and dead, with a thrown weapon or sling.

6. The natural stealth of halflings is enhanced by the stillness of the grave. While the conditions governing the use of this special ability are unchanged from those described in the *Player's Handbook*, the bonus is increased by half. Thus, those who are attacked by undead halflings suffer a –6 penalty to their surprise rolls under normal circumstances or a –3 penalty if a door must be opened.

7. All undead halflings have infravision that allows them to see heat sources up to 60 feet away, even in absolute darkness. They do not, however, have the perfect night vision of other undead races.

8. Undead halflings of Stoutish ancestry have the same ability to detect sloping passages and directions that they did in life.

Half-Orcs

Although half-orcs are not a standard player character race in the ADVANCED DUNGEONS & DRAGONS 2nd *Edition* game, many DMs still allow players to run them using the original rules. It is with these players in mind that we include them here.

Even at their best, half-orcs are a brutal, bestial race. As one might expect, the transition into undeath doesn't make matters better. Not only do these creatures become more aggressive and violent, their animalistic natures take over.

If half-orcs do not openly embrace the power that undeath bestows upon them, they are certainly less troubled by their new status than other races. They often revel in their new strength and seek out new enemies to test the limits of their special abilities.

Those who would hunt these creatures would do well to look for them in wild, dangerous places. They love battle and bloodshed, often haunting places associated with carnage and slaughter. If there is a more terrible and sadistic creature than the undead half-orc, it has yet to be discovered.

1. In life, half-orc characters are blessed with unusual physical stamina and power. Once they are infused with the power of the Negative Energy Plane, they become even more dangerous. In game terms, this takes the form of a +2 bonus to both their Strength and Constitution scores.

2. The brutal, violent side of a half-orc's personality becomes even more pronounced in undeath. As such, these creatures suffer a –2 penalty to their Charisma score and a –1 penalty to both their Intelligence and Wisdom.

3. Undead half-orcs retain their natural infravision, allowing them to see heat sources as far as 60 feet away even in total darkness. In addition, death has given them keen eyesight that allows them see perfectly well in all but the absolute absence of light.

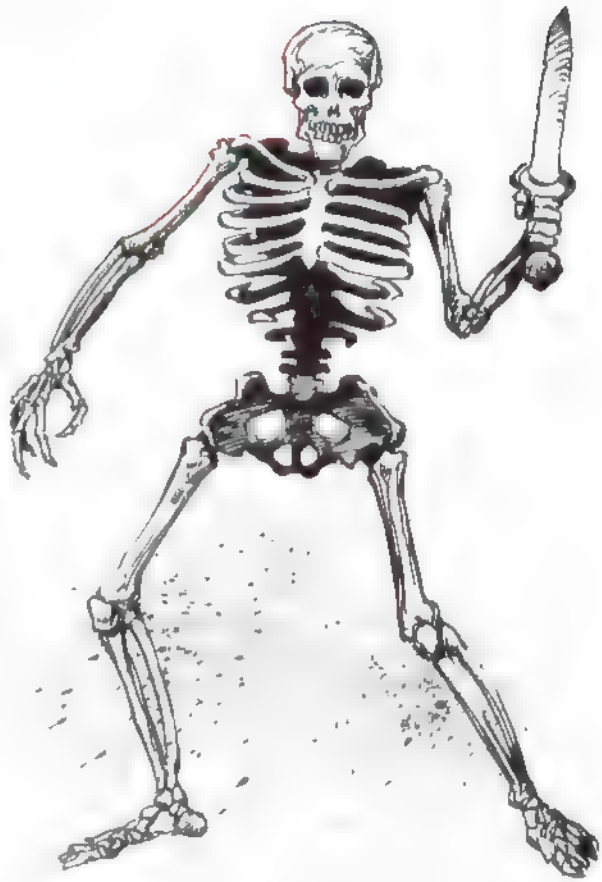
4. The brutal and violent side of an undead half-orc's personality leads them to be terribly aggressive. Because of this, they often shun weapons to do battle with tooth and claw alone. Whenever an undead half-orc enters into unarmed combat, he receives a +1 bonus on all his Attack Rolls.

Humans

No race has proven itself more adaptive than humanity. As such, no race is more commonly encountered. It is for this reason that humans are the standard by which elves, dwarves, and the other creatures of the world are generally judged. Being the most abundant of folk, of course, they are also the ones most likely to be transformed into creatures of the night.

Undead human beings are found in nearly every climate and terrain. Some are brooding and somber, leading solitary existences away from the cities of the living. Others have embraced the darkness of unlife and use their powers to promote evil in the world and build their own power.

So diverse are the minds of men, even after they have fallen from the ranks of the living, there are even those who seek to use their newly acquired powers to do good. Of course, few are strong enough of will to resist the power of darkness for long. When the seductive power of the Negative Energy Plane beckons, it is almost impossible to resist its deadly kiss.



1. Normal men and women, being the foundation upon the which the rest of the ADVANCED DUNGEONS & DRAGONS game is built, do not normally receive a bonus to any of their ability scores. The black power of the Negative Energy Plane, however, gives an undead human a +1 bonus to his Strength score.

2. The power of death does not come without a price. The touch of the Negative Energy Plane fills the heart of a man with grim resignation. The spark of life having been snuffed out, men are left without a portion of their natural presence. Because of this, a –1 penalty is applied to the Charisma score of an undead human.

3. Although undead men and women do not have the natural infravision that so many other undead creatures do, their vision is much sharper than that of their living cousins. As such, they can see just as well at night and in extreme darkness as they do in full daylight.

Kender

The last of the character races that is generally available to players of the *Requiem* game are the fun-loving, energetic kender. Like the previously described half-orcs, kender are not common to all AD&D game campaigns. As denizens of the world of Krynn, in which the DRAGONLANCE campaign is set, they are found only in those areas of the demiplane which were drawn from that realm (Sithicus, for example). In the interest of completeness, the kender have been included in these rules.

Kender are thought of by many as a fun-loving and rollicking race. Just as many folk think of them as vexing and irritating. Upon having passed into the unlife, however, they can certainly be classed as neither. Their appetite for fun and exploration has been replaced with an almost sadistic, macabre sense of humor. As far as being considered aggravating, they are far too dangerous to be dismissed so lightly.

1. The natural coordination and agility of the kender race is enhanced by their transformation into undead creatures. As such, all undead kender characters receive a +1 bonus to their already enhanced Dexterity scores.

2. Kender are far from exceptional in their physical construction. Even when filled with the robust energies of life, they lack the stamina or might of a man. In death, this disparity is increased so that all kender characters suffer a –1 penalty to their Strength scores.

3. Undead kender have better eyesight than their living counterparts, but not as keen as other undead. In game terms, this means that they have infravision which allows them to see heat sources as far away as 60 feet. They do not, however, have the exceptional night vision that other undead do.

4. Kender share the same magic resistance that dwarves, gnomes, and halflings possess. Kender undead are not, however, assumed to have acquired a complete resistance to any specific school or sphere.

5. The normal ability of kender to resist poisons is, presumably, present in the undead as well. Of course, since all undead creatures are fully immune to poisons, disease, and similar weaknesses of the flesh, this seldom (if ever) comes into play. They also retain their natural immunity to *fear* spells and fear checks.

6. Kender, like halflings, have a natural skill with both thrown weapons and slings. As such, they receive a +1 bonus to all Attack Rolls made with these weapons.

7. The natural sensitivity of the kender is every bit as acute in death as it was in life. This allows them to impose a –4 penalty on the surprise rolls of their opponents.

8. Kender are skilled thieves, though they seldom call themselves by that name. As such, the normal AD&D game thief skills (climb walls, pick pockets, etc.) are included in their racial proficiencies list. Only kender undead have such ready access to these skills.

9. Undead kender no longer possess the ability to reduce the effectiveness of their enemy's attack rolls by taunting them. This is not to say that they cannot insult and ridicule their foes, only that they have lost that aspect of their characters which made such verbal sparring unusually offensive.

From Life to Unlife

My heart sinks and my hand trembles at the bare thought of such a possibility.

The Strange Case of Dr. Jekyll and Mr. Hyde
Robert Louis Stevenson

So far we have only discussed the process of generating beginning level undead characters, determining such things as background and cause of death at the time of creation. What about the possibility of translating existing characters, heroes from your current campaign, into undead creatures?

An abridged version of the *Requiem* rules are presented in the adventure *Death Triumphant* so that the DM knows exactly how to transform the heroes present at the destruction of Il Aluk. But certainly, these heroes are not the only ones who will ever have their adventures end tragically—and continue even more tragically outside the world of the living. The activation of the *doomsday device* is not the only time that existing PCs can be transformed into undead shadows of themselves.

In anticipation of DMs and players wanting to take their campaigns one step beyond (literally), and in the interest of having all pertinent material in one place, the rules governing conversion of living characters into undead are presented here.

Welcome to Unlife

The transformation of the hero into an undead creature brings about a number of changes. Not only is the hero's physical appearance altered, but so are his proficiencies, ability scores, saving throws, and method of advancement. In addition, the hero gains a number of advantages and disadvantages that are linked to the type of creature he has become.

Appearance and Form

A character's class determines the type of undead creature he is transformed into. While fighters and rogues show great variety in the type of undead creature they might transform into, priests and wizards become mummies or liches, respectively, since these are the only types of undead creatures automatically capable of casting spells. (A priest or wizard could, in theory, transform into another type of creature, but this would mean the loss of his spellcasting abilities; no compensation is awarded for this loss.)

With fighters and rogues, the type of undead creature a hero becomes is dependent upon his level. Use the table below to determine what type of creature the hero becomes:

Class	Level	Undead Type
Fighters/Rogues	1	Skeleton
	2	Ghoul, Zombie
	3	Shadow
	4	Ghast, Wight
	5	Wraith
	6–7	Spectre
	8+	Ghost, Vampire
Priests	any	Mummy
Wizards	any	Lich

When more than one undead type is listed for a given level, the player may choose between them. In addition, fighters and rogues may choose any type of undead creature of a lower level. A 5th-level Fighter, for example, is not forced to be a wraith. He may alternatively choose to be a ghast, wight, shadow, ghoul, zombie, or skeleton.

In choosing an undead type, players should note the minimum ability requirements for that type of creature and ensure that their heroes meet these requirements. (Note: A number of ability scores will be adjusted by the transition into unlife; check the requirements after these adjustments have been made.) If the requirements are not met, the player must choose a lower-level undead creature. In the case of priests and wizards (who have no choice as to what they transform into) the minimum ability requirements are waived.

Once a hero transforms into a particular type of undead creature, he remains in that form, regardless of any advancement. A fighter who is transformed into a zombie, for example, remains a zombie regardless of what "level" he may later attain.

Ability Scores

Ability scores for an undead hero are the same as they were in life with the adjustments detailed in the **Character Races** chapter (page 16).

Hit Points and Hit Dice

A hero who is transformed into an undead creature retains his former hit points. In fact, upon first awakening to unlife, the hero has a full complement of hit points; the negative energy that transformed the hero has restored him to full vigor.

As the undead hero advances, additional hit points may be gained. The amount of this gain is determined by the type of undead creature the hero has become, rather than by the hero's former class. These are detailed in the **Character Classes** chapter (page 29). Over time, this may produce some amazingly tough former-wizards and comparatively weak ex-fighters.

Special Abilities

There are many basic changes in the way the heroes' bodies work when they become undead. They will find themselves immune to various types of magic and attacks, and vulnerable to certain substances and situations which were completely innocuous in life. These are detailed in the **Special Abilities** chapter (page 76).

Class-Based Abilities

Unless a wizard or priest has given up his spellcasting abilities to become something other than a lich or mummy, the undead hero retains all of the abilities that were formerly linked with his class.

In the *Requiem* system, these class abilities are transformed into proficiencies; a proficiency check is made each time they are used.

Priests: A former priest gains the priest spells proficiency, and the turning undead proficiency (unless the priest is of evil alignment, in which case the command undead proficiency is gained). The priest no longer uses the Turning Undead table found in the *Player's Handbook*, but instead makes a proficiency check. A proficiency check must also be made each time a spell is cast. (The percentage chance of spell failure found in the Wisdom table in the *Player's Handbook* is no longer used.)

Note: At the time of the priest's transformation into an undead creature, the player should note which spheres of influence the character's spells fall into and whether the character has minor or major access to each of those spheres. Learning additional spells that do not fall into one of these spheres (or that require major access when the character only has minor access) will cost the character extra proficiency slots in the future (see **Proficiencies and Vulnerabilities**, page 43).

Druids: A former druid loses the +2 bonus to his saving throws against fire or electrical attacks but retains the ability to speak whatever languages of woodland creatures that he has already learned (although the ability to learn additional languages of this type is lost).

Former druids who were of 3rd level or higher retain the ability to identify plants, animals, and pure water and to pass through overgrown areas without leaving a trail. Those who were of 7th level or higher and who are transformed into corporeal creatures gain one of the following proficiencies: claws, fangs, flight, or talons. The druid's ability to shapechange into an animal is lost.

Thieves: A former thief who wants to pick pockets, hide in shadows, or use any other thieving ability now makes a proficiency

check rather than rolling percentage dice. A proficiency check must also made when a thief attempts to backstab an opponent.

Bards: A former bard gains the climb walls, detect noise, pick pockets, and read languages proficiencies; he makes a proficiency check for these actions rather than rolling percentage dice. In addition, the character gains the bardic lore, bardic shield, bardic song, and bardic voice proficiencies.

Those bards who were of 2nd level and above gain the wizard spells proficiency.

Note: At the time of the bard's transformation into an undead creature, the player should note which schools of access the character's spells fall into. Learning additional spells that do not fall into one of these schools will cost the character extra proficiency slots, in future.

Wizards: A former wizard gains the wizard spells proficiency and must make a proficiency check whenever a spell is cast.

Note: At the time of the wizard's transformation into an undead creature, the player should note which schools of access the character's spells fall into. Learning additional spells that do not fall into one of these schools will cost the character extra proficiency slots, in the future.

Specialist wizards retain their additional spells but lose the +1 bonus to saving throws and the –1 penalty to opponents' saving throws that were associated with their specialty. They now are free to learn spells from their opposition school(s).

Fighters: A former fighter who was of 7th level or higher gains the multiple attacks proficiency. A proficiency check must be made each time the character wishes to attempt more than one melee attack per round.

Rangers: A former ranger gains the hide in shadows and move silently proficiencies; to use these proficiencies he makes a proficiency check rather than rolling percentage dice. Former rangers also gain the animal empathy, animal handling, and tracking proficiencies. Those who were of 8th level or above also gain the priest spells proficiency.

Paladins: A former paladin loses the ability to detect evil intent (an ability which does not function in Ravenloft, anyway) and the +2 bonus to saving throws. His former abilities to heal or cure disease by laying on hands are mutated into the proficiencies cause disease and cause light wounds. The character retains the ability to surround himself with an aura of protection and to use a *holy sword*, but these abilities will be lost if the character's alignment becomes more evil or chaotic.

A former paladin who was of 3rd level or higher gains the turning undead proficiency. Those who were of 9th level of higher also gain the priest spells proficiency.

Dual and Multi-Class Characters: A former dual or multi-class character gains the proficiencies associated with all of his character classes.

Additional Proficiencies

A hero who is transformed into an undead character merely gains the proficiencies listed above; he does not have any additional proficiency slots to "spend." Additional proficiency slots may be gained, however, by selecting vulnerabilities.

At the time of transformation, the undead hero may select up to 1d4 vulnerabilities. Each vulnerability selected has a negative number of proficiency slots; for each negative slot, one additional proficiency slot is gained.

Advancing as an Undead Character

No matter what the hero's class was prior to his transformation into an undead creature, the rules determining advancement found in *Requiem* are used. The undead hero now advances as per the character class listed under his undead creature type.

In addition, the prime requisite that determines whether or not there is an experience point bonus may change. The undead hero's prime requisite now is determined by his undead creature type.

The *Requiem* rules modify the system of levels. These no longer directly determine what special abilities a hero will earn, they instead determine how many additional proficiency slots become available to the hero. Different undead creatures gain proficiency slots at different rates. The type of undead creature the hero has become further limits which proficiencies are available to that character.

Alignment and Corruption

Heroes who are transformed into undead creatures begin with their original alignment (see **Initial Alignment**, page 68). Over time, however, their alignment begins to subtly shift, as per the rules laid out in the **Alignments** chapter (page 66). This gradual shift is known as corruption.

Paladins: As soon as a former paladin's alignment shifts to evil, he loses the ability to create an aura of protection. At the same time, the proficiency turn undead is replaced with command undead.

If the former paladin is still using a *holy sword*, even a slight alignment change (either toward evil or chaotic) may prevent further use of this weapon. The decision is in the hands of the DM and should be based upon the type of sword being used.

Rangers: The first time a former ranger's alignment shifts, the character loses either the animal empathy or the animal handling proficiency. With the second shift, the other proficiency is lost. With the third shift, the ranger gains the animal repulsion proficiency.

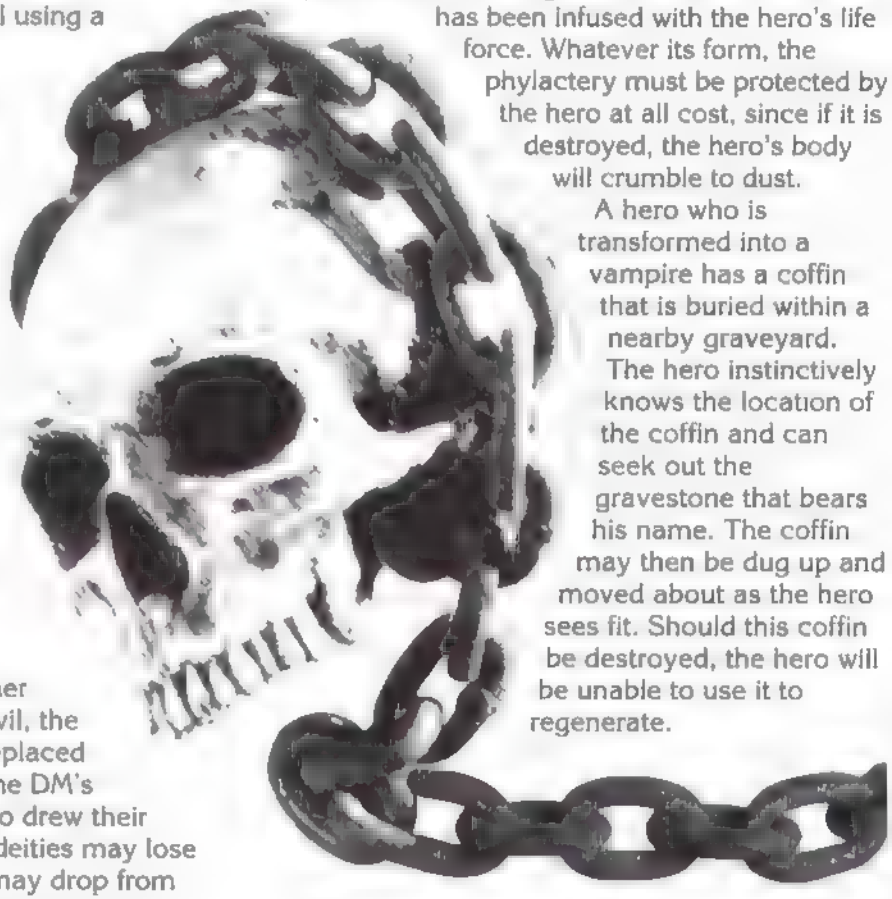
Priests: As soon as a former priest's alignment shifts to evil, the proficiency turn undead is replaced with command undead. At the DM's discretion, former priests who drew their powers from lawful or good deities may lose one sphere of influence (or may drop from major access to minor access in a given sphere) each time their alignment shifts.

Phylacteries and Coffins

Every lich has a phylactery that holds his immortal spirit, and every vampire has a coffin to which he must retreat to regenerate after being defeated in battle. The undead heroes are no exception.

A wizard who is transformed into a lich finds a phylactery in his hands upon awakening as an undead creature. The phylactery may take the form of a boxlike amulet, a ring, or a crown. It might be a new item that has mysteriously appeared in the hero's possession, or it might be a familiar item that has been infused with the hero's life force. Whatever its form, the phylactery must be protected by the hero at all cost, since if it is destroyed, the hero's body will crumble to dust.

A hero who is transformed into a vampire has a coffin that is buried within a nearby graveyard. The hero instinctively knows the location of the coffin and can seek out the gravestone that bears his name. The coffin may then be dug up and moved about as the hero sees fit. Should this coffin be destroyed, the hero will be unable to use it to regenerate.



But evil things, in robes of sorrow,
Assailed the monarch's high estate:
(Ah, let us mourn, for never morrow
Shall dawn upon him, desolate!)
And, round about his home, the glory
That blushed and bloomed
Is but a dim-remembered story
Of the old time-entombed.

The Haunted Palace
Verse V
Edgar Allen Poe

In the ADVANCED DUNGEONS & DRAGONS game, player characters are divided into classes, each with its own unique skills and abilities. Later products, especially the various *Complete Handbooks*, incorporated the concept of character kits. These allowed players to quickly and easily customize their characters. In later games, like *Masque of the Red Death*, kits became an integral part of character creations. In *Requiem*, this evolution has continued. Now, the two have fused into one entry. It might be said that *Requiem* makes use of both kits and classes, or it might be said that it makes use of neither.

It is important to note that the commonly accepted divisions applied to the undead tend to break down upon closer examination. This is not the fault of those who have undertaken the dangerous study of the undead, for any new information gained about these vile creatures is a benefit to mankind. Rather, it is a reflection of the great diversity of the natural (or unnatural, as the case may be) world. It may well be the case, as the late Dr. van Richten postulated, that the variations found among the undead of the Demiplane of Dread are far greater than those in other worlds.

For example, the MONSTROUS MANUAL™ tome states that "the wraith is an undead spirit of a powerful, evil human." While this may be the case in the FORGOTTEN REALMS® campaign setting, or in the distant WORLD OF GREYHAWK®, it is not always the case in the Demiplane of Dread. It is quite possible for a player using the *Requiem* rules to create a character that has all the powers and abilities of a wraith, but which is neither evil nor of human stock.

Dual- and Multi-Class Characters

Thankfully, there is no such thing as a dual- or multi-classed undead character.

This is not to say, however, that these creatures are not often gifted with powers that seem, in human terms at least, to represent more than one class. Because players can allocate proficiency slots to purchase special abilities, like level draining or spider climbing, a *Requiem* creature is quite likely to be very different from its common (nonplayer character) counterparts.

Special Abilities

All AD&D characters have certain abilities that set them apart from the other members of their adventuring company. Perhaps the most obvious examples of such special abilities are the spell casting talents of wizards and priest. Another commonly encountered illustration of this point would be the thieving abilities of rogues, bards, and their ilk.

In the traditional AD&D game, these are meted out based upon a character's class. Priests, for example, can turn undead while rogues can pick locks. Because of the nature of characters in the *Requiem* game, these abilities are purchased

just as if they were nonweapon proficiencies. Thus, if a player wants his character to be able to cast wizard spells, he need only allocate enough proficiency slots to do so.

A much more in-depth discussion of this subject can be found in the chapter **Proficiencies & Vulnerabilities.**

Exceptional Attributes

Not all types of undead creatures are physically able to make use of the advantages that their Attributes suggest. In the character class descriptions to follow, there is a listing for Exceptional Strength and Exceptional Constitution. A "yes" notation in one of these columns signifies that the creature can make use of the bonuses associated with that Attribute scores (but only if their scores are sufficiently high, they do not automatically get any bonuses).

Advancement

Although the *Requiem* rules does not use the typical AD&D division of character types (warrior, rogue, etc.), they do make use of many of the class-related tables and statistics. Each of the following character class descriptions contains entries telling which of the tables to use to determine different statistics.

The *Advance As* entry tells which class' Experience Level Table to consult when calculating your undead character's level.

The *Attack As* entry tells which entry to consult when determining your undead character's THAC0.

The *Save As* entry tells which entry to consult when determining your undead character's saving throws.

Vulnerabilities

Another new aspect of the *Requiem* rules concerns the selection of special vulnerabilities by a player. For example, if a character wishes to accept the disadvantage of suffering double damage from fire-based attacks, he can gain an extra proficiency slot. The more vulnerabilities a character has, the more proficiency slots he can acquire. Again, this subject is discussed in greater detail later in this book (see the chapter **Proficiencies & Vulnerabilities,** page 43).

Skeleton

General Information	
Ability Score Requirements:	None
Prime Requisite:	Dexterity
Advance As:	Rogue
Combat Information	
Exceptional Strength?	No
Exceptional Constitution?	No
Hit Dice:	1d6
Attack As:	Rogue
Save As:	Rogue
Proficiencies	
Weapon Proficiencies:	5
Additional Slot:	2
Nonweapon Proficiencies:	2
Additional Slot:	5
Available Categories:	Common Corporeal Racial
Bonus Proficiencies:	Damage Resistance (Cold)
Required Proficiencies:	Damage Resistance (Edged) Damage Resistance (Piercing)

Overview

A skeleton is often thought of as one of the least dangerous of the world's undead creatures. After all, it has few hit points, poor attack rolls, and never receives the benefits of exceptional Strength or Constitution. Of course, such thinking fails to take into account the skeleton's resistance to many attack forms.

Description

A skeleton is the reanimated corpse of a human, demihuman, or humanoid which has been stripped of flesh. Some of these creatures have bleached white bones, while others still have strips of rotting flesh hanging from them. In all cases, pinpoints of red light glow in the creature's empty eye sockets.

Role-Playing

In most cases, reanimated skeletons are not intelligent. Player characters of this class, however, are much better off than their lesser counterparts. Through some act of will and trick of magic, they have managed to retain their intellects.

Advantages

The physical structure of a skeleton makes it less vulnerable to certain types of attacks. In particular, these creatures have the damage resistance ability for both edged and piercing weapons. Thus, any damage that they suffer from such weapons is halved.

Disadvantages

While a skeleton is indeed assumed to be an intelligent creature, not every bit of its mind has survived the transformation into unlife. Because of this, the creature suffers a –2 penalty to both its Intelligence and Wisdom scores.

Zombie

General Information

Ability Score Requirements:	Constitution 12+
Prime Requisite:	Constitution
Advance As:	Rogue

Combat Information

Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Hit Dice:	1d6
Attack As:	Rogue
Save As:	Rogue

Proficiencies

Weapon Proficiencies:	5
Additional Slot:	2
Nonweapon Proficiencies:	2
Additional Slot:	5
Available Categories:	Common Racial Corporeal
Bonus Proficiencies:	Constitution Bonus +1
Required Proficiencies:	Strength Bonus +1

Overview

Zombies are among the easiest of the undead to create and, conversely, to destroy. They are almost always created by means of an *animate dead* spell. In the case of player character zombies, the creature is assumed to have retained much of its Intelligence.

Description

A zombie may not be the most dangerous of undead creatures in the world, but it is certainly among the most revolting. The flesh of a zombie, which is the putrid grey of a rotting corpse, is often swarming with maggots, worms, and carrion-eating beetles (although they never seem to be consumed by these parasites). Flies and other insects, attracted by the stench that surrounds these loathsome creatures, swarm about them in a revolting cloud.

Role-Playing

To be sure, intelligent zombies are rare creatures. For the most part, these creatures are nothing more than automatons. When one of these reanimated corpses retains his intelligence and will, however, it becomes a most dangerous adversary. After all, when an enemy expects only a mindless attack, the sudden use of a clever tactic can quickly shatter morale and turn the tide of battle. Thus, most intelligent zombies go out of their way to conceal the extent of their faculties.

Advantages

In addition to the normal advantages associated with the undead, zombies are assumed to have increased Constitution scores. That is, they have the Constitution bonus proficiency and need not allocate a slot to it.

This does not reflect any great life force or exceptionally sturdy physical structure on the part of the creature. Rather, it indicates the fact that the creature simply refuses to die.

Disadvantages

All zombies are noted for their slow, awkward movements. Even in the case of those rare, intelligent creatures, such as the player characters, the damage to nerve and muscle tissue is so severe that the zombie is almost laughably immobile. In game terms, this is reflected in a –2 penalty applied to their Dexterity scores.

Further, the festering nature of these undead is such that they are revolting to almost all creatures. In game terms, this means that any zombie character suffers a –2 penalty to his Charisma score.

Ghoul

General Information

Ability Score Requirements:	Strength 12+ Constitution 12+
Prime Requisite:	Strength
Advance As:	Priest

Combat Information

Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Hit Dice:	1d8
Attack As:	Rogue
Save As:	Rogue

Proficiencies

Weapon Proficiencies:	4
Additional Slot:	3
Nonweapon Proficiencies:	3
Additional Slot:	4
Available Categories:	Common Racial Corporeal
Bonus Proficiencies:	Paralysis
Required Proficiencies:	Claws Fangs

Overview

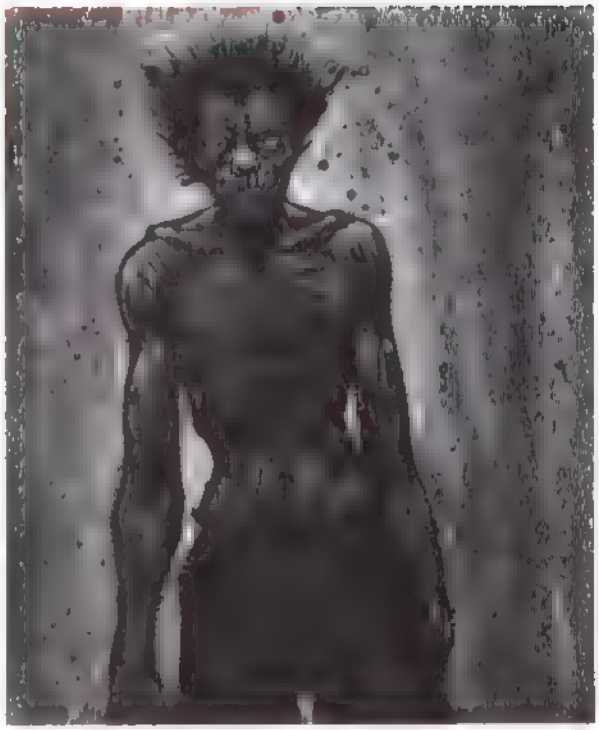
Ghouls are among the most common of the world's self-willed, intelligent undead. They are revolting and greatly feared by heroes, for they hunt in packs, attacking without regard for their own safety.

Description

A ghoul is a horrible mockery of its former self. Although still clearly recognizable as having been human (or demihuman), the creature clearly shows the effects of the grave. Its skin is grey and stretched tightly across bone and muscle, giving the ghoul a withered, almost mummified look. The teeth that fill its viciously grinning mouth are as long and sharp as the claws that have replaced its fingernails. The creature's tongue has grown long and slender, thick with muscle and covered with raspy bumps designed for scraping marrow from bones.

Role-Playing

Although the ghoul is best known as a disgusting creature that wanders about seeking human flesh to satisfy its terrible hunger, there is more than that to these creatures. Few of the lesser undead are as cunning and dangerous as the ghoul, which hunts in savage packs and will often overwhelm stronger opponents through ferocity and tenacity.



Advantages

The transformation into a ghoul imbues the character with an unusual chemical that forces anyone bitten or clawed by it to make a saving throw vs. paralysis or become unable to move for 1d6+2 turns. The nature of this toxin is such that members of creature's original race are immune to it. Thus, an elf ghoul cannot paralyze a living elf. A ghoul receives this ability automatically and need not allocate any proficiency slots to it.

Disadvantages

A ghoul sustains itself on a diet of carrion. However, the simple fare of a hyena or other scavenger will not suffice to keep it alive. The flesh must be torn from the bones of an intelligent creature who has been properly buried. Thus, the ghoul has no choice but to become a grave robber.

If a ghoul is unable to satisfy its hunger on a given night, it loses 1 point of Strength and Constitution. This loss continues each night until the creature is able to consume at least 1 pound of flesh for each lost point. A ghoul whose Strength and/or Constitution score is reduced to 1 does not die, but instead becomes a savage creature with only animal intelligence who will do anything to satisfy his hunger.

Ghast

General Information

Ability Score Requirements:	Strength 12+ Dexterity 12+ Constitution 12+
Prime Requisite:	Strength
Advance As:	Priest

Combat Information

Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Hit Dice:	1d8
Attack As:	Priest
Save As:	Rogue

Proficiencies

Weapon Proficiencies:	4
Additional Slot:	3
Nonweapon Proficiencies:	3
Additional Slot:	4
Available Categories:	Common Racial Corporeal
Bonus Proficiencies:	Paralysis
Required Proficiencies:	Fangs Claws Odor of Corruption

Overview

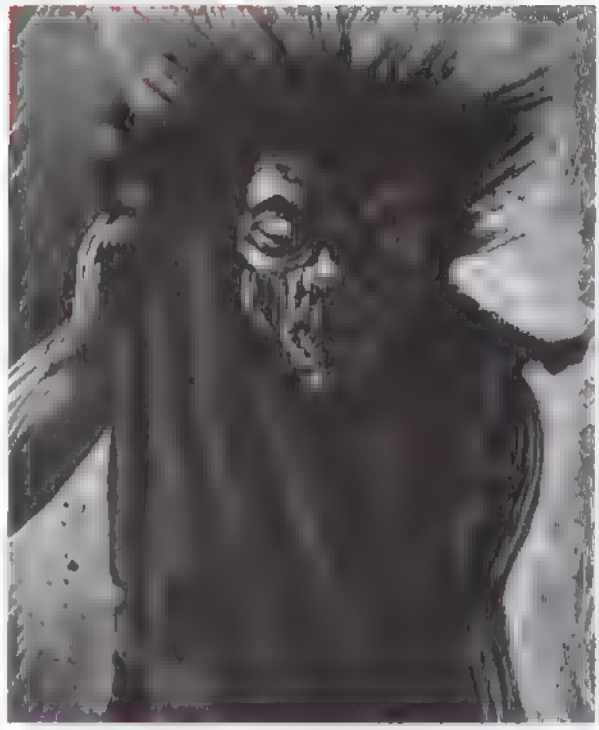
Closely related (and almost identical in appearance) to ghouls, these dire creatures combine the feral hunting skills of a predator with the keen mind of man. Any adventurer who has survived an encounter with these creatures knows to avoid ghasts whenever possible.

Description

Physically, ghasts are virtually indistinguishable from ghouls. Because of this, those who spot these creatures in the company of their lesser cousins will take the whole company to be only ghouls. What sets the ghast apart from the ghoul is the power of its mind.

Role-Playing

Ghasts are manipulative creatures who like to surround themselves with lesser undead who will follow their orders. With such a cadre in place, the ghast employs its minions as extensions of itself, often avoiding direct confrontations with its enemies for some time. In combat ghasts are every bit as fearsome as the ghouls they command. They never show fear, although they have a greater instinct for self-preservation.



Advantages

The transformation into an undead creature imbues the ghast with a chemical that forces anyone bitten or clawed by the creature to make a saving throw vs. paralysis or become unable to move for 1d6+2 turns.

Ghouls look upon ghasts with awe and admiration. Because of this, a ghast can attempt to recruit non-player character ghouls, effectively making them into henchmen (as defined in the AD&D game rules). This requires a successful Ability Check on the ghast's Charisma score. The number of ghouls that will follow a character is equal to half its level (rounded up).

Disadvantages

Like ghouls, ghasts sustains themselves on a diet of carrion. If a ghast is unable to satisfy its hunger on a given night, it loses 1 point of Strength and Constitution. This loss continues each night until the creature is able to consume at least 1 pound of flesh for each lost point. A ghast whose Strength and/or Constitution score is reduced to 1 will do anything to satisfy its hunger.

Ghasts are unusually vulnerable to attacks made with weapons of cold iron. Any damage inflicted by such weapons is doubled. This vulnerability does not earn the character any additional proficiency slots.

Wight

General Information

Ability Score Requirements:	Strength 12+ Dexterity 12+ Constitution 15+
Prime Requisite:	Constitution
Advance As:	Wizard
Combat Information	
Exceptional Strength?	No
Exceptional Constitution?	Yes
Hit Dice:	1d10
Attack As:	Priest
Save As:	Rogue
Proficiencies	
Weapon Proficiencies:	4
Additional Slot:	3
Nonweapon Proficiencies:	3
Additional Slot:	4
Available Categories:	Common Racial Corporeal
Bonus Proficiencies:	Level Draining Animal Repulsion
Required Proficiencies:	Claws Attack Resistance (+1)

Overview

Wights are terrible creatures who haunt barrow mounds and underground labyrinths. Wild and savage, these foul things hate all the living vitality of the world and seek to extinguish the fires of life wherever they encounter them.

Description

Wights are wild looking creatures, with flesh only slightly better preserved than that of a zombie. Their eyes burn with the smoldering light of hot coals while foul-smelling saliva drips from between their jagged, uneven teeth. Wights are fond of trinkets and jewelry similar to those they owned in life. As such, they are often found wearing jewelry and other accouterments scavenged from the bodies of their victims.

Role-Playing

Although they generally retain their full human (or demihuman) intelligence, these creatures are possessed of a wild, predatory instinct. This is not to say, however, that they are identical to ghouls in such matters. Being more powerful than those creatures, wights are less dependent on the pack-hunting techniques of ghouls. Even a small party of wights can prove dangerous. If ghouls are the wolves of the undead world, wights are the lions.

Advantages

Wights are anathema to all living things. If they linger for more than a day in any given place, the plants in the area will begin to wither and, within a week, die. Animals who come within 100 yards of a wight will become nervous and skittish, suffering a –2 penalty on any morale checks they are called upon to make.

All animals can sense the dark nature of the wight, and such knowledge can be turned to the creature's advantage. With but one round of mental effort, a wight can cause any animal within 100 yards to become terrified. If the animal fails a morale check (as modified by the wight's influence), it will flee at its full movement rate for 1d6 rounds.

Disadvantages

Wights cannot tolerate bright light, although it causes them no physical damage. As such, a wight must attempt a fear check each round that it is exposed to any illumination the equal of a *continual light* spell or the rays of the sun.

Wights must regularly renew their negative energy through their level draining attack. If the wight does not drain at least one life energy level every 24 hours, it begins to weaken. This is shown by a reduction of 1 point in both its Strength and Constitution score. These scores can never be reduced below 1 in this manner.

Mummy

General Information

Ability Score Requirements:	Strength 12+ Intelligence 12+ Wisdom 18+
Prime Requisite:	Wisdom
Advance As:	Priest

Combat Information

Exceptional Strength?	No
Exceptional Constitution?	Yes
Hit Dice:	1d8
Attack As:	Priest
Save As:	Priest

Proficiencies

Weapon Proficiencies:	3
Additional Slot:	4
Nonweapon Proficiencies:	4
Additional Slot:	3
Available Categories:	Common Racial Corporeal
Bonus Proficiencies:	Priest Spells Mummy Rot
Required Proficiencies:	Fear Aura

Overview

The mummies of the *Requiem* campaign are both more powerful and more diverse than those described in the MONSTROUS MANUAL tome. For the purposes of these rules, a mummy is akin to a lich, save that it is the undead form of a Priest. Such a character need not have worshipped one of the gods of ancient Egypt.

Description

In most cases, people associate the mummy with the bandage-wrapped corpses that haunt the tombs of Har'Akir and other desert realms. In truth, they come in a great diversity of raiments. Those found in the *Requiem* campaign are generally wrapped in bandages and then draped in hooded, crimson and black robes. A Necropolitan mummy will almost always wear the holy symbol of its order as a pendant, brooch, or other item of jewelry.

Role-Playing

Necropolitan mummies are cunning creatures who have much in common with their more powerful cousin, the lich. They are often schemers who seek to further not only their own power, but also to spread the gospel of Death.

Advantages

Mummies are among the most powerful of undead creatures. In addition to their natural abilities to cast priest spells, radiate an aura of fear, and infect their victims with mummy rot (as described in the MONSTROUS MANUAL), these creatures are so charged with negative energy that a single blow from their powerful fists does a full 1d12 points of damage.

Mummies begin play with the ability to cast priest spells and major access to the All sphere. Minor access to other spheres costs 1 proficiency slot, while major access requires 2 slots. The first such sphere that the character purchases (not including the All sphere) must be that of Necromancy.

Disadvantages

Mummies are exceptionally vulnerable to fire-based attacks. Anyone employing such weapons against these creatures gains a +4 bonus to his Attack Roll, with a hit inflicting double damage. This vulnerability does not give the creature any additional proficiency slots.

Vampire

General Information

Ability Score Requirements:	Strength 18+ Intelligence 12+ Wisdom 12+ Charisma 12+
Prime Requisite:	Intelligence
Advance As:	Warrior

Combat Information

Exceptional Strength?	Yes
Exceptional Constitution?	Yes
Hit Dice:	1d12
Attack As:	Warrior
Save As:	Warrior

Proficiencies

Weapon Proficiencies:	2
Additional Slot:	5
Nonweapon Proficiencies:	5
Additional Slot:	2
Available Categories:	Common Racial Corporeal
Bonus Proficiencies:	Charm Gaze
Required Proficiencies:	Attack Resistance +1 Regeneration Wraithform Animal Summoning

Overview

For as long as mankind has had language, tales have been told of terrible creatures that moved among the ranks of humanity and fed on them like wolves amid sheep. These dread creatures, whose name in any language strikes primal fear into the hearts of the living, are vampires.

Description

Vampires retain the shape they had in life and are often quite attractive, even seductive. Many vampires have noble roots, dressing themselves in the finest of clothes and the most valuable jewelry available. Their taste in clothes and the like is often dated, however, reflecting the years that have passed since the creature's death.

Role-Playing

Vampires are the ultimate predators of the undead. They look at all humanity as cattle upon which to feed. Other creatures, whether living or undead, are pawns to be manipulated, discarded, or sacrificed in accordance with the vampire's ultimate goals.

Advantages

Vampires are among the most dangerous creatures in Ravenloft, with only liches rivaling them. While the lich may well have more raw power at his disposal than the vampire, the natural cunning and evil of the nosferatu far exceeds that of the lich.

This is reflected in the vampire's determination to survive at all costs. An example of this can be seen in the vampire's natural ability to assume its wraithform when reduced to 0 or fewer hit points. This action, which requires no conscious effort on the part of the vampire, has saved more than one of these creatures from destruction.

Disadvantages

Despite their great powers, many vampires are vulnerable to special attacks. Indeed, every vampire character must select some manner of bane weapon that can be used to instantly slay him (for example, a wooden stake through the heart). This does not count as a vulnerability and the character gains no proficiency slot benefit from it.

Lich

General Information

Ability Score Requirements:	Constitution 12+ Intelligence 18+ Wisdom 15+ Charisma 12+
Prime Requisite:	Intelligence
Advance As:	Wizard
Combat Information	
Exceptional Strength?	No
Exceptional Constitution?	No
Hit Dice:	1d12
Attack As:	Wizard
Save As:	Wizard
Proficiencies	
Weapon Proficiencies:	2
Additional Slot:	5
Nonweapon Proficiencies:	5
Additional Slot:	2
Available Categories:	Common Racial Corporeal
Bonus Proficiencies:	Wizard Spells
Required Proficiencies:	Spellcraft

Overview

While the vampire is certainly the most dreaded of all undead creatures, it is generally acknowledged as being second in power to the foul and sinister lich. Born from a determination to resist death at all costs, these magicians are natural schemers whose subtle machinations often span decades or even centuries.

Description

Liches most frequently resemble withered or mummified versions of their living selves, although other appearances are not unknown. Their eyes burn with magical power, giving them a countenance as frightening and terrible as any in the realm of the dead. Most liches favor regal garb, although it is often tattered and worn from the passing of the years, with jewelry and other adornments being very common.

Role-Playing

Liches are often thought of as arrogant, sinister creatures. To be sure, there is much to support such an impression of them. They hunger for knowledge and power, eager to learn all that there is to know about magic and its use. This being the case, they seldom think of any other creature, whether living or dead, as anything but a pawn in their great plans.

Advantages

All liches are assumed to have a phylactery in which their life force is stored. This may take many forms, although amulets, rings, crowns, and other types of jewelry are the most common. So long as this object is not destroyed, the lich will remain a viable character. If his current body is destroyed, he will be driven back into this receptacle for a time, but will soon (usually within a week) recover enough to transfer his essence into a new body. When this happens, the statistics of the new form are changed to match those of the creature's old form.

Disadvantages

The lich's phylactery is both a boon and a curse. Should this object ever be destroyed, the lich will crumble into dust and be forever lost. Because of this, liches must be careful to avoid allowing their phylacteries to fall into the wrong hands. Anyone who holds a lich's phylactery will certainly command the attention of the lich. In addition, the lich is powerless to harm someone who holds his phylactery, although he may certainly order his agents to do so.

Wraith

General Information

Ability Score Requirements:	None
Prime Requisite:	Intelligence
Advance As:	Rogue

Combat Information

Exceptional Strength?	No
Exceptional Constitution?	No
Hit Dice:	1d4
Attack As:	Rogue
Save As:	Wizard

Proficiencies

Weapon Proficiencies:	5
Additional Slot:	2
Nonweapon Proficiencies:	2
Additional Slot:	5
Available Categories:	Common Racial Incorporeal
Bonus Proficiencies:	Wraithform
Required Proficiencies:	Drain Life Energy

Overview

Wraiths are horrible spirits composed of darkness, negative energy, and little else. They roam the world, often, though not always, lurking near the place where they were slain. Shunning the light of day, they stalk the night to satisfy their hunger for life energy.

Description

Wraiths are roughly human in shape, although they are utterly black in color and have more in common with shadows than with living men. Although a wraith has no true face, the ethereal features of a skull with searing red eyes can be seen atop its ebon form. Some wraiths wear capes, hooded robes, or even armor, although these serve no purpose other than decoration. Indeed, they do nothing to improve the creature's Armor Class.

Role-Playing

Wraiths are dangerous creatures who depend less upon their raw power and more upon their intelligence than many other undead things. They often travel and attack in packs of five or six, setting ambushes and otherwise making the most of their powers and cunning to avoid a fight.

Advantages

Wraiths have a number of special abilities that make them dangerous enemies. In addition to these powers, which include its wounding touch and the ability to drain a life energy level with each attack, wraiths heal unnaturally swiftly. While this is not true regeneration, it allows the creatures to return to harass an enemy who is not a resilient as they are. For every 8 hours that one of these creatures can spend unmolested, it will regain 1 hit point.

Disadvantages

Although wraiths are truly fearsome creatures, their powers are not unlimited. Even their great resistance to non-magical weapons is not flawless; weapons made of silver will do full normal damage to them.

In addition, wraiths are powerless in the agonizing rays of the sun. When caught by these rays, they can make no attacks, although they can still move about normally and remain immune to weapons of less than a +1 enchantment. Other bright lights, as from a *continual light* spell, will not harm these creatures, but do drive them back. In order to enter an area so illuminated, a wraith must make a successful saving throw vs. paralysis.

Spectre

General Information

Ability Score Requirements:	Intelligence 12+ Wisdom 12+
Prime Requisite:	Intelligence
Advance As:	Priest

Combat Information

Exceptional Strength?	No
Exceptional Constitution?	No
Hit Dice:	1d6
Attack As:	Rogue
Save As:	Wizard

Proficiencies

Weapon Proficiencies:	4
Additional Slot:	3
Nonweapon Proficiencies:	3
Additional Slot:	4
Available Categories:	Common Racial Incorporeal
Bonus Proficiencies:	Flight
Required Proficiencies:	Drain Life Energy Wraithform

Overview

Spectres are a terrible form of incorporeal creature created when a living person is either killed by an existing spectre or, in rare cases, frightened to death. All *Requiem* player character spectres are assumed to be free-willed creatures (the master spectres described in the MONSTROUS MANUAL tome).

Description

Spectres appear as transparent images of their living selves. Indeed, many spectres show no signs of death or decay. Their faces, however, are always twisted in a grim reflection of the pain and agony that they must endure in undeath.

Role-Playing

Although many people think of spectres as wild spirits who haunt the world in a malevolent effort to spread darkness and death, there is much more to them than that. Most spectres retain their full intelligence and a complete memory of their lives. Sadly, their sanity is not always so intact. As such, they often haunt and torment their former friends and family. This is especially true if the person in question was in some way responsible for the spectre's death.

Advantages

One of the most difficult things about battling a spectre is finding a weapon that will damage it. Because of their ethereal nature, they can be hit only by +1 or better magical weapons.

In addition, these creatures are able to use their supernatural energy to defy gravity. Freed from the bonds of earth, they can race through the air at with a Movement Rate of 30 and a Maneuverability Class of B.

Disadvantages

Like many undead, spectres are weakened by the rays of the sun. Unlike their lesser cousins, however, artificial or magical light sources (like a *continual light* spell) cause them no harm. When exposed to sunlight (including a *sunray* spell or a sunblade), however, they lose the ability to drain energy levels or inflict melee damage. They are still able to fly in such situations, but only at half their normal rate.

Shadow

General Information

Ability Score Requirements:	None
Prime Requisite:	Intelligence
Advance As:	Wizard

Combat Information

Exceptional Strength?	No
Exceptional Constitution?	No
Hit Dice:	1d8
Attack As:	Priest
Save As:	Wizard

Proficiencies

Weapon Proficiencies:	3
Additional Slot:	4
Nonweapon Proficiencies:	4
Additional Slot:	3
Available Categories:	Common Racial Incorporeal
Bonus Proficiencies:	Shadowform
Required Proficiencies:	Drain Strength Damage Resistance

Overview

Shadows are beings of darkness, created when a human or demihuman has his essence drained away and replaced with energy from the Negative Energy Plane. This process destroys the creature's physical form, leaving behind nothing but an incorporeal, undead silhouette.

Description

For the most part, shadows retain the physical form they had in life. The nature of their transformation alters them, however, so that the shape begins to reflect the darker aspects of the creature. As a result, they are often bestial or inhuman in appearance.

Role-Playing

Shadows are often much less cunning than other undead. They do not depend upon skill or intelligence. Instead, they use their natural stealth and partial invisibility to sneak up on victims and surprise them. With the naturally efficient camouflage of the shadow and so deadly an attack, these creatures can often be more dangerous than others much more powerful or far more intelligent than they are. While other undead have been compared to wolves which openly stalk the living, shadows are rather like lurking spiders.

Advantages

Because they are composed of naught but darkness, shadows are almost impossible to see in dark or gloomy places. Because of this, they all begin play with the shadowform proficiency. In any but the brightest light, they are 90% undetectable. They need allocate none of their proficiency slots to the purchase of this skill.

Disadvantages

The Strength draining ability of a shadow is not perfect. For some reason, those who lose one or more points of Strength to these creatures need only wait and they will find their life energies returning to them. Lost points are regained gradually, at a rate of 1 point every 2d4 turns.

The same shroud of darkness that enables a shadow to move almost invisibly through poorly lit areas can be turned against them. Whenever a shadow is caught in an area that is brightly illuminated, as by a *continual light* spell or in an area of bright sunlight, it is an easy and obvious target. As such, anyone attacking a shadow in such an environment gains a +4 bonus to his Attack Roll.

Ghost

General Information

Ability Score Requirements:	Dexterity 12+ Intelligence 15+ Wisdom 12+ Charisma 15+
Prime Requisite:	Charisma
Advance As:	Warrior

Combat Information

Exceptional Strength?	No
Exceptional Constitution?	No
Hit Dice:	1d10
Attack As:	Priest
Save As:	Wizard

Proficiencies

Weapon Proficiencies:	2
Additional Slot:	5
Nonweapon Proficiencies:	5
Additional Slot:	2
Available Categories:	Common Racial Incorporeal
Bonus Proficiencies:	Wraithform
Required Proficiencies:	Aging Touch Attack Resistance

Overview

Ghosts are the ethereal remnants of those who died an emotional and traumatic death. They are often the most motivated of spirits, having set goals that must be attained before they can move on to the afterlife.

Description

The ghost is among the most diverse of Ravenloft's undead creatures. They are often vaporous in appearance, although other countenances are not unknown.

Role-Playing

Ghosts are often driven by motivations and needs that have called them back from beyond the grave. Any player running a ghost character should have a goal or objective established (and approved by the Dungeon Master, of course) with which the ghost is obsessed.

Advantages

All ghost characters are gifted with the wraithform proficiency, as might be expected because of their ethereal nature. This special ability is available to them without the need to allocate any proficiency slots.

Disadvantages

Ghosts are, if one may use the term, haunted by the matter that brought them back from beyond the grave (a particular type of weapon, item, creature, or specific activity, for example). Every player of a ghost character should select some aspect of his obsession which has power over him, although he receives no additional slots for this vulnerability.

When confronted with this abhorent thing, the character must attempt a saving throw vs. paralysis or be unable to act for 1d6 rounds. During that time, the character may howl with rage, weep uncontrollably, or otherwise react to the nature of the object, but he may take no meaningful actions in game terms.

Proficiencies & Vulnerabilities

> The lady was deposited in her family vault, which, for three subsequent years, was undisturbed. At the expiration of this term, it was opened for the reception of a sarcophagus;—but, alas! how fearful a shock awaited the husband, who, personally, threw open the door. As its portals swung, outwardly back, some white-apparelled object fell rattling within his arms. It was the skeleton of his wife in her yet unmouldered shroud.
>
> The Premature Burial
> Edgar Allen Poe

Many have tried to study the undead in order to find weaknesses which might be exploited in battling these terrible creatures. While they have had some success in these endeavors, the most sweeping result of their researches has been the discovery that the undead are far more diverse than previously thought.

Weapon Proficiencies

For the most part, a *Requiem* character selects and makes use of his weapon proficiencies in exactly the same way that he does in standard AD&D game. There are, however, a few differences that must be considered.

Proficiency Slots

The number of proficiencies slots that a character begins with is based upon his starting class, as is the rate at which he acquires new slots. A character attempting to use a weapon that he is not proficient with suffers a penalty to his Attack Rolls. The table below lists the number of slots, the rate of slot acquisition, and the non-proficiency penalty for each of the various character classes:

Weapon Proficiency Slots

Corporeal

Undead	Initial	# Levels	Penalty
Skeleton	5	2	–5
Zombies	2	5	–5
Ghoul	4	3	–4
Wight	4	3	–4
Ghast	3	4	–3
Mummy	3	4	–3
Vampire	2	5	–2
Lich	2	5	–2

Incorporeal

Undead	Initial	# Levels	Penalty
Shadow	5	2	–5
Wraith	4	3	–4
Spectre	3	4	–3
Ghost	2	5	–2

Multiple Attacks

The ability of AD&D game fighters to attack more than once during a given combat round can make high level characters amazingly deadly enemies. Fortunately, this same ability is not commonly found among the ranks of the undead. It is not unknown, however, for it is available through the allocation of nonweapon proficiency slots (see **Proficiency Glossary**, page 61).

Weapon Specialization

Like multiple attacks, this deadly ability is reserved for the ranks of the AD&D fighter class.

Most undead are not able to specialize in the use of weapons. As with the fighter's ability to make multiple attacks, however, this special ability can be purchased through the allocation of nonweapon proficiency slots (see **Proficiency Glossary**, page 65).

Natural Weapons

The typical AD&D or *Requiem* character inflicts 1d2 points of damage with an unarmed attack. Among the ranks of the undead, though, many creatures are gifted with natural weapons that can make them far deadlier than the average man in combat. Fangs, claws, and talons are the most common examples of such weapons.

A character with natural weapons is always assumed to be proficient in their use, so none of the character's precious proficiency slots need to be allocated to them. *Requiem* characters who are able to make use of the Weapon Specialization rules, however, can opt to allocate additional slots to the use of these weapons, earning the normal advantages associated with such training (see **Proficiency Glossary**, page 65).

Nonweapon Proficiencies

In the AD&D game system, nonweapon proficiencies are simply skills and talents that a character has acquired over his life. In the *Requiem* campaign, they are something more. To be sure, the skills are still there, but nonweapon proficiencies for *Requiem* include the special abilities (like level draining) and physical changes (such as fangs) that make undead characters exceptionally deadly.

The exact number of nonweapon proficiencies that a *Requiem* character begins play with, and the rate at which new ones are acquired, can be found on the following table:

Nonweapon Proficiency Slots

Corporeal Undead	Initial	# Levels
Skeleton	2	5
Zombies	2	5
Ghoul	3	4
Wight	3	4
Ghast	4	3
Mummy	4	3
Vampire	5	2
Lich	5	2

Incorporeal Undead	Initial	# Levels
Shadow	2	5
Wraith	3	4
Spectre	4	3
Ghost	5	2

Filling Slots

Players use their slots to purchase proficiencies in exactly the same fashion that they do in the core AD&D game. There are a few differences, however, in the way in which proficiencies are grouped. While there is a "common" group of proficiencies to which all characters have ready access, there are also several other groups.

Racial Proficiencies

Most of the skills not included in the Common group have been assembled according to the races that they are most commonly associated with. Dwarf characters, for example, will be able to acquire skills like mining, while Kender have access to proficiencies like tightrope walking and tumbling.

Undead Groups

Beyond the creation of the racial proficiency groups, a pair of categories has been created, one for corporeal undead creatures and one for incorporeal ones. Characters will have ready access to one of these groups, depending upon their nature. For example, a skeleton has access to the corporeal group while a ghost has access to the incorporeal category.

Uncommon Proficiencies

Another newly created proficiency category contains skills that are not frequently found among any of the RAVENLOFT campaign's major races. Some of these, like charioteering, may be common in other realms, but not on the Demiplane of Dread. Therefore, no character has easy access to these skills. In order to select proficiencies from this group, a character must always allocate an extra slot per proficiency taken (as described in the *Player's Handbook*).

One of the most important inclusions of this group are skills like find/remove traps, pick pockets, and hear noise. These abilities are normally available only to AD&D game thieves (although other character classes have limited access to some of them). In *Requiem*, however, they are purchased and used just like other proficiencies.

Rare Proficiencies

Perhaps the most unusual group of skills, no character class has ready access to it. Indeed, so infrequent are characters with these skills that a character must allocate *two* additional slots to purchase each proficiency from this list. Examples of the abilities found in this group are the class abilities of weapon specialization, the spell casting ability of a wizard or priest, and other very powerful talents.

Vulnerabilities

A new concept introduced in the *Requiem* campaign is that of the vulnerabilities group. Any player may select some of these weaknesses for his character, earning a few extra proficiency slots in the process.

When a player first creates a character, he may select a number of vulnerabilities equal to the roll of 1d4. A player need not select any vulnerabilities for his character or may select fewer than the number rolled. After initial character creation, however, new vulnerabilities may not be added.

Master Proficiency Table

Common Proficiencies	# of Slots Required	Relevant Ability	Check Modifier
Agriculture	1	Int	0
Animal Handling	1	Wis	–1
Animal Training	1	Wis	0
Artistic Ability	1	Wis	0
Blacksmithing	1	Str	0
Brewing	1	Int	0
Carpentry	1	Str	0
Cobbling	1	Dex	0
Cooking	1	Int	0
Dancing	1	Dex	0
Direction Sense	1	Wis	+1
Etiquette	1	Cha	0
Fire Building	1	Wis	–1
Fishing	1	Wis	–1
Heraldry	1	Int	0
Language, Modern	1	Int	0
Leather Working	1	Int	0
Mining	2	Wis	–3
Musical Instruments	1	Dex	-1
Navigation	1	Int	–2
Pottery	1	Dex	–2
Riding, Land-based	1	Wis	+3
Rope Use	1	Dex	0
Seamanship	1	Dex	+1
Seamstress/Tailor	1	Dex	-1
Singing	1	Cha	0
Stonemasonry	1	Str	–2
Swimming	1	Str	0
Weather Sense	1	Wis	–1
Weaving	1	Int	–1

Racial Proficiency Groups

Dwarf Proficiencies	# of Slots Required	Relevant Ability	Check Modifier
Ancient History	1	Int	–1
Appraising	1	Int	0
Armorer	2	Int	–2
Engineering	2	Int	–3
Language, Ancient	1	Int	0
Reading/Writing	1	Int	+1
Religion	1	Wis	0
Spellcraft	1	Int	–2
Weaponsmithing	3	Int	–3

Elf Proficiencies	# of Slots Required	Relevant Ability	Check Modifier
Ancient History	1	Int	–1
Animal Lore	1	Int	0
Armorer	2	Int	–2
Astrology	2	Int	0
Bowyer/Fletcher	1	Dex	–1
Herbalism	2	Int	–2
Language, Ancient	1	Int	0
Reading/Writing	1	Int	+1
Religion	1	Wis	0
Spellcraft	1	Int	–2

Gnome Proficiencies	# of Slots Required	Relevant Ability	Check Modifier
Ancient History	1	Int	–1
Engineering	2	Int	–3
Gem Cutting	2	Dex	–2
Language, Ancient	1	Int	0
Reading/Writing	1	Int	+1
Religion	1	Wis	0
Spellcraft	1	Int	–2

Half-Elf Proficiencies	# of Slots Required	Relevant Ability	Check Modifier
Animal Lore	1	Int	0
Local History	1	Cha	0
Reading/Writing	1	Int	+1
Religion	1	Wis	0
Spellcraft	1	Int	–2

Half-Orc Proficiencies	# of Slots Required	Relevant Ability	Check Modifier
Armorer	2	Int	–2
Backstabbing	2	Dex	–2
Blind-Fighting	2	–	–
Bowyer/Fletcher	1	Dex	–1
Endurance	2	Con	0
Running	1	Con	–6
Set Snares	1	Dex	–1
Survival	2	Int	0
Weaponsmithing	3	Int	–3

Halfling Proficiencies	# of Slots Required	Relevant Ability	Check Modifier
Animal Lore	1	Int	0
Astrology	2	Int	0
Gaming	1	Cha	0
Healing	2	Wis	–2
Juggling	1	Dex	–1
Read Languages	2	Int	–2
Reading/Writing	1	Int	+1

Human Proficiencies	# of Slots Required	Relevant Ability	Check Modifier
Hunting	1	Wis	–1
Local History	1	Cha	0
Mountaineering	1	–	–
Navigation	1	Int	–2
Reading/Writing	1	Int	+1
Religion	1	Wis	0
Spellcraft	1	Int	–2
Tracking	2	Wis	0

Kender Proficiencies	# of Slots Required	Relevant Ability	Check Modifier
Climb Walls	2	Dex	–2
Detect Noise	2	Int	–2
Find/Remove Traps	2	Dex	–2
Gaming	1	Cha	0
Hide in Shadows	2	Dex	–2
Juggling	1	Dex	–1
Jumping	1	Str	0
Local History	1	Cha	0
Move Silently	2	Dex	–2
Open Locks	2	Dex	–2
Pick Pockets	2	Dex	–2
Set Snares	1	Dex	–1
Tightrope Walking	1	Dex	0
Tumbling	1	Dex	0

Unusual Proficiency Groups

Corporeal Proficiencies	# of Slots Required	Relevant Ability	Check Modifier
Attack Resistance	3[4]	–	–
Animal Summoning	1	Cha	0
Cause Disease	var.	–	–
Charm Gaze	2	Cha	0
Claws	2	–	–
Constitution Bonus	X[1]	–	–
Damage Immunity	2	–	–
Damage Resistance	1	–	–
Dexterity Bonus	X[1]	–	–
Drain Constitution	2[2]	–	–
Drain Dexterity	2[2]	–	–
Drain Life Energy	3[3]	–	–
Drain Strength	2[2]	–	–
Fangs	1	–	–
Fear Aura	2	–	–
Horror Aura	3	–	–
Monster Summoning	3	–	–
Odor of Corruption	2	–	–
Paralysis	2	–	–
Regeneration	var	–	–
Spider Climbing	1	–	–
Strength Bonus	X[1]	–	–
Talons	3	–	–
Weapon Resistance	2	–	–
Wraithform	2	–	–

1 The number of slots allocated to this talent indicates the number of points added to the specified ability score.
2 For every 2 slots allocated to this special ability, the character is able to drain 1 point of the indicated Ability Score.
3 For every 3 slots allocated to this special ability, the character is able to drain 1 life energy level from his victim.
4 For every 3 slots allocated to this special ability, an additional "plus" of weapon is required to harm him. Thus, if 3 slots are expended the character can be hit only by +1 or better weapons. For 9 slots, this is increased to +3 or better weapons.

Incorporeal Proficiencies	# of Slots Required	Relevant Ability	Check Modifier
Aging Touch	var.	–	–
Cause Critical Wounds	3	–	–
Cause Light Wounds	1	–	–
Cause Serious Wounds	2	–	–
Charisma Bonus	X[1]	–	–
Damage Immunity	2	–	–
Damage Resistance	2	–	–
Drain Charisma	2[2]	–	–
Drain Intelligence	2[2]	–	–
Drain Wisdom	2[2]	–	–
Fear Aura	2	–	–
Flight	var.	–	–
Horror Aura	3	–	–
Intelligence Bonus	X[1]	–	–
Invisibility	3	–	–
Keening	3	–	–
Magic Jar	3	–	–
Magic Resistance	var.	–	–
Rejuvenation	3	–	–
Shadowform	2	–	–
Wisdom Bonus	X[1]	–	–

1 The number of slots allocated to this talent indicates the number of points added to the ability score.
2 For every 2 slots allocated to this ability, the character is able to drain 1 point of the indicated Ability Score.

Uncommon Proficiencies[1]	# of Slots Required	Relevant Ability	Check Modifier
Animal Empathy	1	Cha	–1
Charioteering	1	Dex	+2
Disguise	1	Cha	–1
Forgery	1	Dex	–1
Reading Lips	2	Int	–2
Ventriloquism	1	Int	–2
Backstabbing	2	Dex	–2
Climb Walls	2	Dex	–2
Detect Noise	2	Int	–2
Find/Remove Traps	2	Dex	–2
Hide in Shadows	2	Dex	–2
Move Silently	2	Dex	–2
Open Locks	2	Dex	–2
Pick Pockets	2	Dex	–2
Read Languages	2	Int	–2
Riding, Airborne	2	Wis	–2
Unholy Nature	1	HD	–

1 Proficiencies from the Uncommon category require characters without access to it to allocate 1 additional slot to purchase them.

Rare Proficiencies[1]	# of Slots Required	Relevant Ability	Check Modifier
Command Undead	2	Wis	–2
Turn Undead	2	Wis	–2
Multiple Attacks	1	–	–
Weapon Specialization	2	–	–
Bardic Shield	2	Cha	–2
Bardic Song	2	Cha	–2
Bardic Lore	2	Wis	–2
Bardic Voice	2	Cha	–2
Wizard Spells	?[2]	–	–
Priest Spells	?[3]	–	–

1 Proficiencies from the Rare category require characters without access to it to allocate 2 additional slots to purchase them.
2 In order to master wizard spells, a character must allocate 1 slot per school of which he has knowledge
3 In order to employ priest spells, a character must allocate 1 slot per sphere to which he has access

Vulnerabilities	# of Slots Required[1]	Relevant Ability	Check Modifier
Allergen	–1	–	–
Anchor	–2	–	–
Animal Repulsion	–1	–	–
Attack Vulnerability	–1	–	–
Environmental Aversion	–2	–	–
Material Bane	–2	–	–
Ward	–1	–	–
Weapon Vulnerability	–1	–	–

1 These costs are negative numbers so that characters with vulnerabilities actually gain the indicated number of vacant slots.

Proficiency Glossary

The remaining pages of this chapter comprise a list of the many abilities, both mundane and supernatural, that have been found among the ranks of the living dead. Adventurers are advised that the cost of assembling this list was dear indeed, for many heroes died in the course of their research.

A

Aging Touch

This proficiency is similar to the Accelerate Aging power found in *Van Richten's Guide to Ghosts*. On a successful unarmed attack, the character causes his victims to instantly grow older. A successful saving throw vs. spell negates this effect. Any penalties associated with the victim's new age are applicable and permanent. The number of years that the victim is aged depends on how many slots the character spends on this ability.

# of Slots Allocated	Priest's Level*	Years Aged
1	5	5–20 (1d4 x 5)
2	7	10–40 (1d4 x 10)
3	9	15–60 (1d4 x 15)
4	11	20–80 (1d4 x 20)
5	13	25–100 (1d4 x 25)

* Priest's Level: Priests at or above the levels indicated automatically succeed at their saving throw roll. Other characters earn a +2 bonus to their saving throws if they are two or more levels above the level indicated for priests.

Agriculture

This proficiency indicates that the character is familiar with farming and farm equipment, as described in the *Player's Handbook*.

Allergen

The power of the undead is great indeed, but there are still things which have power over them. For example, most vampires can be held at bay by the smell of garlic or the presentation of a holy symbol. Players who choose this vulnerability must select one item, usually something that was involved in the character's death, which is anathema to the creature. Of course, the DM must approve the selection and it must be a fairly common object.

When an undead creature is presented with its selected allergen, it must make a successful fear check to avoid fleeing the area. Even if the check is successful, however, the creature is unable to approach within 10 feet of the offensive object.

In some cases, an allergen can be used to create a barrier that the undead character cannot cross. In the case of a vampire, for example, powdered garlic could be poured in a circle to create an area from which the vampire was excluded.

A player who opts to select an allergen earns one additional proficiency slot for his character.

Anchor

An anchored character must select a specific place or object to which he is tied. Although many anchored undead are unable to leave a very small area, *Requiem* player characters are assumed to have an easier time of things. An anchored character must spend 8 of every 24 hours in the presence of the object or place that he is anchored to. Exactly what it is that a character is anchored to is up to the player, although the DM is, of course, entitled to veto any selection. An excellent example of an anchor is the vampire's coffin.

Characters who are prevented from returning to their anchor lose one-quarter of their hit points every hour until, four hours later, they die. The life force of a character who dies because he was unable to reach his anchor breaks up and is forever lost. Reviving such a character is utterly impossible. If a character's anchor is destroyed, he has received a death sentence, for it will be impossible for him to return to it.

A player who accepts such a limitation for his character receives two additional proficiency slots.

Ancient History

While this proficiency is similar to that described in the *Player's Handbook*, characters who are natives of Ravenloft (as many *Requiem* PCs are) must keep in mind a minor change. When a *Requiem* character

selects this proficiency, he also selects a specific domain to which it applies. Thus, a character might know the history of Barovia or Darkon.

Animal Empathy

This proficiency is similar to the talent that ranger characters have for dealing with trained or untrained characters. If used in conjunction with the animal training or animal handling proficiencies, the character gains a +4 bonus to his success check. Other than that, however, this ability functions as described in the ranger entry of the chapter on Character Classes in the *Player's Handbook*.

Animal Handling

This proficiency is unchanged from the *Player's Handbook*. It should be noted, however, that many undead creatures are naturally repulsive to both wild and domestic animals. Creatures so afflicted are unable to make use of this proficiency, no matter how skillful they are with it.

Animal Lore

This skill is similar to that presented in the *Player's Handbook*. Dungeon Masters may want to keep in mind the potential drawbacks of the animal repulsion vulnerability as well as the advantages that a character might gain from the animal empathy proficiency.

Animal Repulsion

The supernatural aura of the undead is so pronounced that many natural creatures can sense it. Whenever an undead creature with this affliction comes within 100 feet of an animal, the animal will become skittish and nervous. If possible, the animal will move away from the creature as rapidly as possible. If prevented from retreating, the animal will become increasingly more frantic until, when the creature comes within 25 feet of it, the animal becomes panicked.

If the animal is still prevented from fleeing, its behavior will depend upon its nature. Hunters, like dogs, wolves, or great cats, will attack the undead creature. Less aggressive creatures, like horses, cattle, or deer, may injure or even kill themselves in their wild drive to escape from the supernatural creature approaching them.

It is impossible for a creature to mask his true nature, even with the aid of magic. Spells which might allow the undead creature to pass for human (or demihuman) may fool common folk, but the senses of animals are far keener.

Players who opt to select this vulnerability for their characters receive one extra proficiency slot.

Animal Summoning

Creatures with this power are able to summon a specific type of animal, which must be selected at the time the proficiency is chosen. The number of animals summoned is determined by the Hit Dice of the creature summoning them. A number of animals, with Hit Dice equal to three times those of the summoning creature, will appear 2d6 rounds after they are called. Of course, this assumes that the animals being called are native to the area. An attempt to summon tigers on an arctic plain would simply fail.

Once the summoned animals arrive, they will act according to their natures, although some direction from the summoner is possible. Tigers, for example, could be commanded to attack while bats could swoop and harass enemies. Normal morale rules apply, however, and the summoned animals will not take any action that is contrary to their nature or obviously suicidal.

Animal Training

This ability is employed more or less as described in the *Player's Handbook*. However, characters and Dungeon Masters should note the modifications applied because of the animal empathy and animal repulsion abilities.

Appraising

The proficiency is unchanged from the description presented in the *Player's Handbook*.

Armorer

The proficiency is unchanged from the description presented in the *Player's Handbook*.

Artistic Ability

The proficiency is unchanged from the description presented in the *Player's Handbook*.

Astrology

The proficiency is unchanged from the description presented in the *Player's Handbook*.

Attack Resistance

This special ability imparts to the character an immunity to any weapon that is not sufficiently enchanted. By expending 3 slots to acquire the attack resistance ability, the character is made invulnerable to anything with less than a +1 enchantment. An additional 3 slots will increase this so that anyone who would harm the character must use at least a +2 weapon.

Attack Vulnerability

By selecting this weakness, the player makes his character more vulnerable to certain types of attack. The most common of these vulnerabilities are fire and heat, cold and ice, or lightning and electricity. Other forms of attack might be possible, but these must be approved by the Dungeon Master.

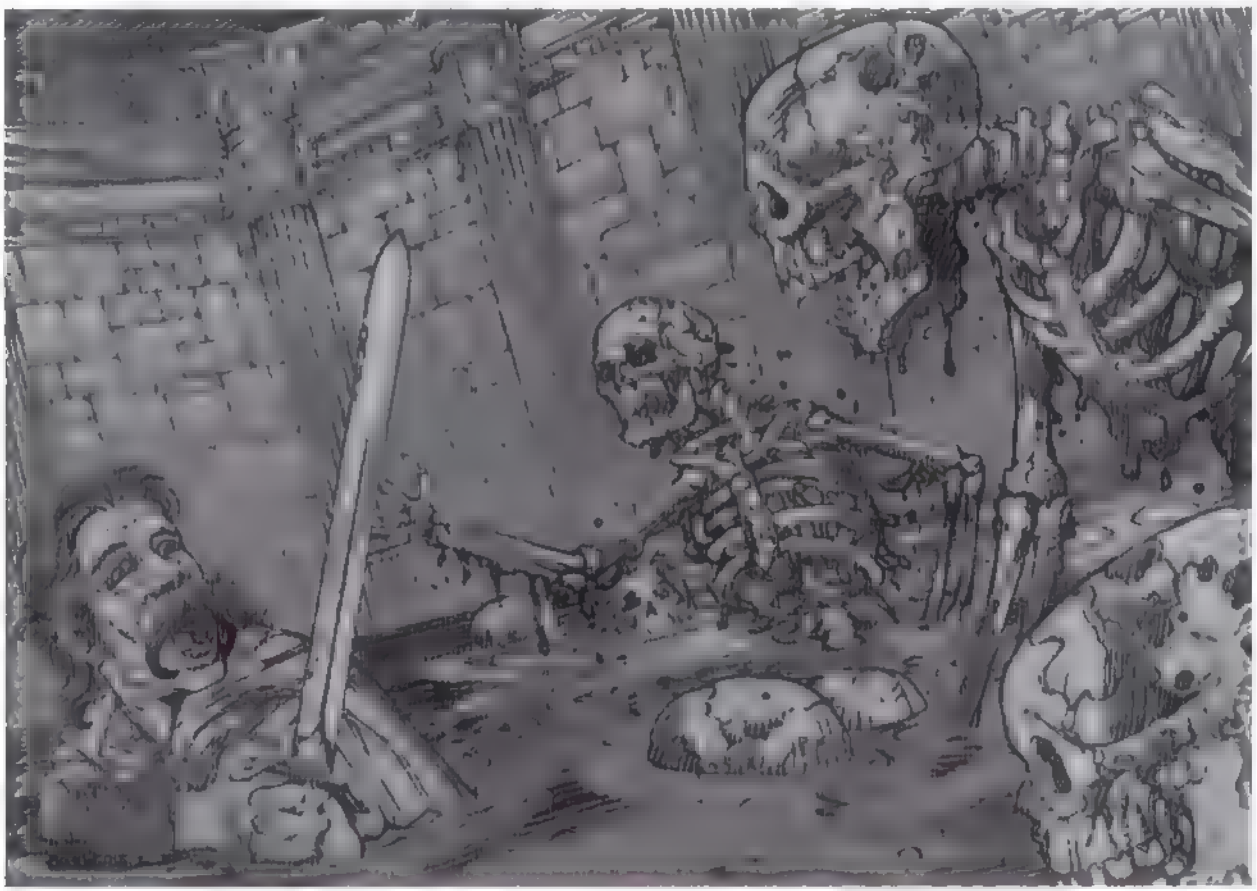
When someone employs an attack against a character who is vulnerable to it, he gains a +2 bonus to his Attack Roll. Should this roll succeed, his attack then scores double damage. Finally, any saving throw attempted by the character to resist or escape the attack is made with a –2 penalty.

Players who select this vulnerability for their characters receive one extra proficiency slot.

B

Backstabbing

This skill is identical to the thief's special ability, described in the *Player's Handbook*, save that it requires a successful proficiency check to be employed. Anyone who allocates a sufficient number of slots to acquire it has the ability to backstab with all the deadly skill of a master thief. The damage done by such an attack is based on the type of weapon employed and the backstab multiplier is determined by the attacker's level (as detailed on **Table 30: Backstab Damage Multipliers** in the *Player's Handbook*). Natural weapons, like claws or fangs, can be used very effectively in such attacks.



Bardic Lore

This skill mimics the ability of bards to know "a little bit about everything." Characters who are gifted with Bardic Lore are assumed to have a wealth of experience upon which to draw. When an object, person, or place of some significance is presented to them, they can almost always recall having heard something about it at some point in the past. This ability functions as described in the section on bards in **Chapter Three: Player Character Classes** of the *Player's Handbook*, save that the character must attempt a proficiency check to test his knowledge.

Bardic Shield

Many of the world's creatures are able to employ songs, poems, and other similar types of entertainment that have detrimental effects on their enemies. For example, a wolfwere can lull its victims to sleep while the song of a siren can cause creatures to obey her every command. Those who have an understanding of such things, however, can thwart these powers. By singing, reciting inspirational poetry, and so on, characters with this proficiency are able to protect their living companions (this talent has no effect on undead creatures) from such attacks. In order to employ this ability, the character must attempt a proficiency check. If successful, the words and melodies of the character protect all those within 30 feet from musical and verbal attacks, as described in the section on bards in the Player Character Races chapter of the *Player's Handbook*.

Bardic Song

Some undead are able to employ tales, banter, and even song to bolster the morale of their living companions (this ability has no effect on undead creatures) and aid them in a coming battle. This ability functions exactly as the bardic ability to inspire friends and allies, save that it requires a successful proficiency check. That done, the undead character may bestow upon his allies the boon of a +1 bonus on either their Attack Rolls or Saving Throws or a +2 bonus to their morale.

Bardic Voice

Undead with this ability are able to employ the subtle powers of the voice to affect the reactions of those they meet. While this talent does not affect the undead or those who are only semi-intelligent, it can be most effective on other creatures.

When the undead character begins to speak to one or more living creatures, he makes subtle changes in the tone and pitch of his voice, and is particularly careful in the words he uses, to alter the reaction (see the **Reactions** section of the DUNGEON MASTER *Guide*) one step toward either friendly or hostile. This procedure functions in much the same way that the related bardic ability does (as described in the *Player's Handbook*).

In order to successfully employ this power, the character must make a proficiency check. If he succeeds, everyone in the group to whom the character is speaking must attempt a saving throw vs. paralysis. In the event of an especially large crowd, the DM may opt to make a single roll for the whole assemblage, using the average Hit Dice of the mob to determine the level for the saving throw. A –1 penalty is applied to the saving throw for every 3 Hit Dice the speaking character has. Success allows the character to make the crowd more (or less) hostile, as described above.

Blacksmithing

The proficiency is unchanged from the description presented in the *Player's Handbook*.

Blind-Fighting

The proficiency is unchanged from the description presented in the *Player's Handbook*.

Bowyer/Fletcher

The proficiency is unchanged from the description presented in the *Player's Handbook*.

Brewing

The proficiency is unchanged from the description presented in the *Player's Handbook*.

C

Carpentry

The proficiency is unchanged from the description presented in the *Player's Handbook*.

Cause Critical Wounds

Creatures with this special ability are so charged with the energy of the Negative Energy Plane that their slightest touch can injure or even kill. In combat, these nightmarish creatures inflict a staggering 3d8 points of additional damage with a successful attack.

Cause Disease

This creature has been so tainted by the putrid decay of the grave that his merest touch can cause sickness and disease. Whenever the creature makes a successful attack roll, there is a chance that its target will be infected by the disease that it carries.

Anyone who suffers damage from an unarmed melee attack made by a creature with this ability must make a saving throw vs. poison. A failed saving throw indicates that the victim has been infected.

The severity of the disease carried by the creature is dictated by the number of slots allocated to this ability. The following chart indicates the type of disease that a given creature transmits:

Slots Used	Type of Disease
1	Debilitating
2	Debilitating, contagious
3	Fatal
4	Fatal, contagious

A debilitating disease begins to take effect 1d6 turns (10 minutes to an hour) after the character is infected. At that point, the victim loses 1 point of Strength per hour until he is reduced to a Strength of 2. Victims without Strength ratings lose 10% of their hit points per hour until reduced to 10% of their starting hit point total. At that point, the victim is assumed to be so weak that he is practically helpless.

A fatal disease takes effect immediately upon the failing of a saving throw. From that point on, the victim gains no benefit from any of the *cure wounds* spells (*cure disease* spells still work, though), the natural remedies of those with the healing proficiency, or any regenerative ability. Any wounds sustained by the infected character heal at 10% of their normal rate. With each day that passes, the character loses 1 point of Constitution until that score reaches 0. When that happens, the infection has run its course and the character has died. Creatures without Constitution ratings lose 10% of their maximum hit points per day until all of these are lost.

A contagious disease can be spread to others who come into contact with the infected character. Anyone who spends even a single round within 10 feet of the victim must make a saving throw vs. poison. Failure indicates that he has contracted the same disease that the original character had. This roll is modified by the degree of contact and the environment in which the victim is kept as indicated on the following chart:

Modifier	Physical contact
+4 Bonus	No contact
+2 Bonus	Slight contact
+2 Bonus	Sanitary conditions
-2 Penalty	Unsanitary conditions
-2 Penalty	Repeated contact
-4 Penalty	Intimate contact

Undead creatures capable of infecting people with contagious fatal diseases can be responsible for terrible epidemics. This is especially true in light of the fact that this ability can not be disabled by the infectious creature. Short of employing weapons or refraining from melee combat all together, there is almost no way for a creature with this ability to avoid spreading its terrible curse to those it battles.

Recovering from any of the diseases caused by creatures with this ability is not an easy matter. Debilitating diseases will run their course in a number of days equal to twice the infecting creature's level (if magical healing is not available). When the disease has run its course, lost Strength (hit points) is recovered at a rate of 1 point (10%) per day. Thus, a character with a Strength of 10 who is infected by a level 6 creature will be debilitated in 8 hours, remain incapacitated with a Strength of 2 for 12 days, and then require 8 additional days to fully recover his Strength.

While debilitating illnesses will eventually run their course, the time required for normal recovery can be quite prolonged. A character who is suffering from the effects of either a debilitating or fatal disease can be instantly restored to health with a *cure disease* or similar spell. Of course, the curing of a person with an infectious disease does not restore those he has infected to health.

Cause Light Wounds

Some creatures are able to harness the power of the negative energy that courses through them and employ it to inflict damage on living creatures. In combat, whenever these creatures successfully attack another being, they are able to inflict 1d8 points of additional damage.

Cause Serious Wounds

This ability is similar to the cause light wounds ability, save that the damage inflicted by it is much greater. Any character struck by a creature with this ability suffers 2d8 points of additional damage.

Charioteering

This ability is unchanged from the description presented in the *Player's Handbook*.

Charisma Bonus

Every slot allocated to this ability increases the character's Charisma score by 1 point. As a rule, no ability score can be increased beyond 20 in this fashion.

Charm Gaze

This powerful ability allows an undead character to exert his will over a living creature simply by looking into its eyes (and making a successful Proficiency Check, of course). As soon as that is done, the target is entitled to a saving throw vs. spell (modified by any willpower adjustment for a high or low Wisdom score). An additional +1 bonus is allowed to the saving throw attempt for every point of damage inflicted on the victim by the caster or his allies prior to the charm attempt. If the charm attempt succeeds, the victim will obey most orders given to him by the character.

Exactly how long a victim remains charmed is determined by his Intelligence. Complete details on this, and other aspects of this power, can be found in the description presented for the *charm person* spell in the *Player's Handbook*.

Claws

Any creature with this special ability has been physically transformed by undeath and now possesses deadly claws. In combat, any attack made by the creature with these natural weapons inflicts 1d6 points of damage. A creature with both fangs and claws is able to attack with each of these natural weapons at the same time, making for a very formidable combination.

Climb Walls

This ability is identical to the thief skill of the same name, save that the character must make a proficiency check to determine success or failure. The adjustments to success presented on **Table 66: Climbing Modifiers** in the *Player's Handbook* are applied to the check, every bonus or penalty of 5% equals a plus or minus one. Thus, the +40% bonus for abundant handholds indicates a +8 bonus to the proficiency check while the –25% penalty for climbing a slightly slippery surface translates into a –5 penalty. The racial modifiers from table 27 of that same book also apply.

Cobbling

This skill is unchanged from the description given in the *Player's Handbook*.

Command Undead

A character with this talent is able to employ the priestly ability to command undead (as described in the section on evil priests in **Chapter Four: Player Character Classes** of the *Player's Handbook*. This ability functions exactly as described in that book, save for the fact that a proficiency check must be made to invoke it. This allows the character to drive away paladins, but not to turn undead.

Constitution Bonus

Every slot allocated to this ability increases the character's Constitution score by 1 point. As a rule, no ability score can be increased beyond 20 in this fashion.

Cooking

This skill is unchanged from the description given in the *Player's Handbook*.

D

Damage Immunity

This ability is an enhanced version of damage resistance that makes the character utterly immune to one specific form of attack. Possible examples of the attacks to which a character may be immune include fire and heat, cold and ice, or lightning and electricity. Whenever the character is hit by an attack that inflicts damage by means of something that he is immune to, he is unharmed. Further, any saving throws mandated by the attack are automatically successful.

Damage Resistance

Players who select this advantage for their character should select one type of attack to which he is less vulnerable than normal. Examples of possible attack types include flame and heat, cold and ice, or electricity and lightning. Whenever the character is hit by an attack to which he is resistant, he suffers only half-damage. In addition, any saving throw that the character is called upon to attempt because of the attack is made with a +4 bonus.

Dancing

This skill is unchanged from the description given in the *Player's Handbook*.

Detect Noise

This ability is identical to the thief's skill of the same name, save that success is determined with a proficiency check. Modifiers normally applied to the percentile roll affect the proficiency check at a rate of +/–1 for every +/–5% adjustment. Other than that, however, the skill is as described in the *Player's Handbook*.

Dexterity Bonus

Every slot allocated to this ability increases the character's Dexterity score by 1 point. As a rule, no ability score can be increased beyond 20 in this fashion.

Direction Sense

This skill is unchanged from the description given in the *Player's Handbook*.

Disguise

This skill is unchanged from the description given in the *Player's Handbook*.

Drain Charisma

Many undead creatures are able to siphon life force from their victims. In some, this takes the shape a level draining ability. Others, however, satisfy their obscene hunger by stealing various aspects of a man's vitality away from him.

The touch of a creature with this ability drains away a fraction of his victim's emotional energy and personality, resulting in a 1 point reduction of his Charisma score. Every two additional slots allocated to this power increases the number of points drained by one. Thus, a creature that expends 6 slots on the Drain Charisma ability will lower the Charisma of its victim by 3 points with every successful attack.

Victims reduced to a Charisma of 0 lose the will to live and become comatose, eventually dying of starvation or exposure.

Drain Constitution

Creatures with this ability are able to drain away the vitality and health of their victims, leaving them sickly and easily fatigued.

The touch of a creature with this ability drains away a portion of victim's health and stamina, resulting in a 1 point reduction of his Constitution score. Every two additional slots allocated to this power increases the number of points drained by one. Thus, a creature that expends 6 slots on the Drain Constitution ability will lower the Constitution of its victim by 3 points with every successful attack.

Victims reduced to a Constitution of 0 are instantly slain.

Drain Dexterity

There are those who liken this ability to the unnatural aging caused by ghosts and similar creatures. The touch of a creature with this ability causes the victims nerves to decay and his coordination to fail him, resulting in a 1 point reduction of his Dexterity score. Every two additional slots allocated to this power increases the number of points drained by one. Thus, a creature that expends 4 slots on the Drain Dexterity ability will reduce the Dexterity of its victim by 2 points with every successful attack.

Victims reduced to a Dexterity of 0 are utterly unable to move. Within 10–60 (1d6x10) minutes, the last of their muscles and nerves fail them, causing death by cardiac arrest.

Drain Intelligence

Perhaps the most precious possession of any man is his intellect. The ability to reason, to remember, and to act in a responsible fashion are paramount to the success of any adventurer. How tragic it is, then, when a creature appears that can rob him of these things.

The touch of a creature with this ability causes actual damage to brain, resulting in a loss of 1 point from the victim's Intelligence score. Every two additional slots allocated to this power increases the number of points drained by one. Thus, a creature that expends 6 slots on the Drain Intelligence ability will reduce the Intelligence of its victim by 3 points with every successful attack.

Victims reduced to an Intelligence of 0 are slain, for without the brain's instructions, the heart ceases to beat and the body dies.

Drain Life Energy

Of all the powers of the undead, this is perhaps the most infamous and dreadful. Creatures with this power are able to draw away the basic essences of a character's life, reducing him by 1 experience level. For every 3 slots allocated to this ability, the character is able to drain one experience level. Thus, someone attacked by a character who had allocated 6 slots to this skill would lose 2 levels per successful attack.

A victim reduced to level 0 is instantly slain. In addition, such characters are almost impossible to restore to life, having had most of their life force consumed by the undead creature who attacked them.

Drain Strength

The deathly essence of many undead creatures is able to sap the strength of even the most powerful characters, leaving an almost crippled shell of the hero who once battled them.

The touch of a creature with this ability causes a character's muscle tissue to atrophy, resulting in a loss of 1 point from the victim's Strength score. Every two additional slots allocated to this power increases the number of points drained by one. Thus, a creature that expends 4 slots on the Drain Strength ability will reduce the Strength of its victim by 2 points with every successful attack.

Any victim of such an attack whose Strength score is reduced to 0 is instantly slain, collapsing when his heart becomes too weak to beat.

Drain Wisdom

Just as some undead are able to sap the mental energies of the brain, so too are there those who feed upon the spiritual side of a person's essence. Attacks by these creatures destroy willpower and common sense, ultimately resulting in madness.

Anyone who is hit by a creature with this special ability loses 1 point of Wisdom as his will and karma are drained away. For every two additional slots allocated to this power, an additional point of Wisdom is lost. Thus, an undead creature with 6 slots allocated to the Drain Wisdom ability would reduce its victim's Wisdom by 3 points with every successful attack.

A person whose Wisdom is reduced to 0 becomes catatonic and unable to act until he eventually dies of starvation, exposure, or some similar cause.

E

Endurance

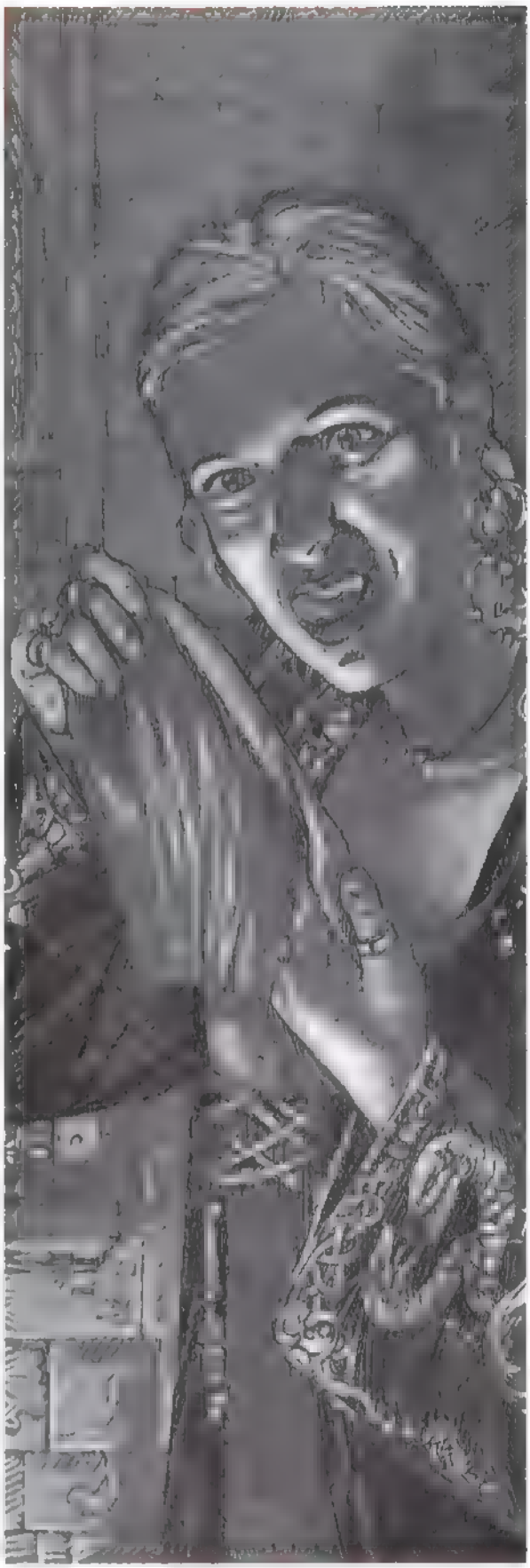
This skill is unchanged from the description given in the *Player's Handbook*.

Engineering

This skill is unchanged from the description given in the *Player's Handbook*.

Environmental Aversion

Characters with this disadvantage are restricted in the places that they can go due to an aversion to certain environmental conditions. The exact nature of the restriction is up to the player, subject to the approval of the DM. Possible examples include an



aversion to rain, sunlight, moonlight, or fog. Whatever the environmental condition, it must be something that the character runs the risk of encountering on a fairly regular basis. Each round that the character spends exposed to his chosen bane causes him to lose one quarter of his Constitution points. At the end of the fourth round, when his Constitution is reduced to 0, the creature dies, breaks up, and is lost forever.

A character who selects this weakness receives two additional proficiency slots.

Etiquette

This skill is unchanged from the description given in the *Player's Handbook*.

F

Fangs

This character's teeth have grown long and pointed, making them dangerous weapons. In melee combat, the character can attack with them and inflict 1d4 points of damage with each successful strike. If the character also has claws, he may strike with both of these natural weapons in one round.

Fear Aura

While all undead creatures are fearsome to behold, some are so infused with negative energy that they radiate an aura which inspires fear in every living creature that beholds them. The exact effects of this power are not unlike those of the *fear* spell. Upon making a successful proficiency check, this character throws out waves of negative energy that causes every living creature within 50 feet to a attempt fear check. All undead or mindless creatures are immune to this power.

Find/Remove Traps

This ability is identical to the thief's skill of the same name, save that success is determined with a proficiency check. Modifiers normally applied to the percentile roll affect the proficiency check at a rate of +/–1 for every +/–5% adjustment. Other than that, however, the skill is as described in the *Player's Handbook*.

Fire Building

This skill is unchanged from the description given in the *Player's Handbook*.

Fishing

This skill is unchanged from the description given in the *Player's Handbook*.

Flight

Characters with this ability are able to propel themselves through the air. The movement rate and maneuver class of the character are bought separately and determined by the number of slots allocated to this proficiency, as indicated on the following charts:

Slots	Speed (x grd mvt)
1	1
2	2
3	3
4	4
5	5

Slots	Man.
0	E
1	D
2	C
3	B
4	A

Thus, if a player wants his character to be able to fly at thrice his ground movement rate and have a maneuver class of "B", he would have to allocate 6 slots to Flight.

Forgery

This skill is unchanged from the description presented in the *Player's Handbook*.

G

Gaming

This skill is unchanged from the description given in the *Player's Handbook*.

Gem Cutting

This skill is unchanged from the description given in the *Player's Handbook*.

H

Healing

This skill is unchanged from the description given in the *Player's Handbook*.

Heraldry

This skill is unchanged from the description given in the *Player's Handbook*.

Herbalism

This skill is unchanged from the description given in the *Player's Handbook*.

Hide in Shadows

This ability is identical to the thief's skill of the same name, save that success is determined with a proficiency check. Modifiers normally applied to the percentile roll affect the proficiency check at a rate of +/-1 for every +/-5% adjustment. Other than that, however, the skill is as described in the *Player's Handbook*.

Horror Aura

Some creatures are possessed of an unearthly radiance that fills the living with revulsion and disgust. Whenever a living creature comes within 50 feet of (and can plainly see) an undead creature with this ability, he must attempt a horror check. Failure is resolved exactly as described in the RAVENLOFT campaign setting. A successful check indicates that the living creature is immune to the aura of this particular undead for the duration of their encounter.

Hunting

This skill is unchanged from the description given in the *Player's Handbook*.

I

Intelligence Bonus

Every slot allocated to this ability increases the character's Intelligence score by 1 point. As a rule, no ability score can be increased beyond 20 in this fashion.

Invisibility

A creature with this ability is able to render itself invisible, just as if making use of the wizard's spell of the same name. If the invisible character makes an attack while invisible, he is instantly restored to sight. Particularly intelligent (with an Intelligence of 13 or better) or high level (with at least 10 Hit Dice) creatures are entitled to a saving throw vs. spell to note the invisible creature despite his magical camouflage.

J

Juggling

This skill is unchanged from the description given in the *Player's Handbook*.

Jumping

This skill is unchanged from the description given in the *Player's Handbook*.

K

Keening

This terrible ability is among the most powerful and horrible of those found among the undead. Whenever a creature with this ability unleashes its tragic wail, all living things within 30 feet must attempt a saving throw vs. death magic. A failed throw results in the instant death of the victim.

L

Language, Ancient

This skill is unchanged from the description given in the *Player's Handbook*.

Language, Modern

This skill is unchanged from the description given in the *Player's Handbook*. As a rule, a player selecting this option for a *Requiem* character should pick the language of one of the domains or islands of Ravenloft.

Leather Working

This skill is unchanged from the description given in the *Player's Handbook*.

Local History

This skill is unchanged from the description given in the *Player's Handbook*.

M

Magic Jar

This special ability duplicates the effects of the wizard spell of the same name. An important difference that must be noted, however, is that those using this ability (as opposed to the spell) do not make use of a receptacle to store the life force of the target. If the victim of this attack fails his saving throw vs. spell to resist it (as described in the *Player's Handbook*), his spirit is instantly shunted away into an unreal realm where it floats, helpless and alone, while the undead creature inhabits his body. If the attacking creature is incorporeal, it physically enters the living body. If the attacking creature is actually corporeal, the undead body that is left behind becomes an inert shell, empty and lifeless until the animating spirit returns to it.

Magic Resistance

Certain creatures are imbued with a natural resistance to the powers of magic. Every slot allocated to this special ability gives the character a 5% magic resistance. Thus, the allocation of 3 slots would provide a 15% resistance. This magic resistance functions exactly as described in the **Combat and Magic** sections of the DUNGEON MASTER *Guide*.

Material Bane

Characters with this weakness are exceptionally vulnerable to weapons made from a certain material. Common examples include the ghoul's vulnerability to weapons fashioned from cold iron and the ghost's susceptibility to silver.

The player should decide what material it is that his character is vulnerable to, subject to the approval of the Dungeon Master, of course. Whenever a weapon made of that material is used against the character, it's wielder gains a +2 bonus to his Attack Roll and does double damage. In cases where a creature can be hit only by magical weapons, any weapon made of this material is assumed to be effective against the creature. In such cases, however, it does only half damage and there is no bonus to the Attack Roll.

A character who selects this weakness receives two additional proficiency slots.

Mining

This skill is unchanged from the description given in the *Player's Handbook*.

Monster Summoning

Creatures with this power are able to summon a specific type of monster, which must be selected at the time the proficiency is chosen. The number of monsters summoned is determined by the Hit Dice of the summoning creature. Monsters with Hit Dice equal to three times those of the summoning creature will appear 2d6 rounds after they are called. This assumes that the creatures being summoned are native to the area. An attempt to summon owlbears in the middle of the desert or on an expanse of tundra would simply fail.

Once the summoned monsters arrive, they act according to their natures, although some direction from the summoner is possible. Owlbears, for example, could be instructed to attack the enemies of the summoning creature. Normal morale rules apply, however, and the summoned creatures will not take any action that is contrary to their nature or obviously suicidal. Further, this ability will not call any monster that has greater than Low (5-7) Intelligence.

Mountaineering

This skill is unchanged from the description given in the *Player's Handbook*.

Move Silently

This ability is identical to the thief's skill of the same name, save that success is determined with a proficiency check. Modifiers normally applied to the percentile roll affect the proficiency check at a rate of +/–1 for every +/–5% adjustment. Other than that, however, the skill is as described in the *Player's Handbook*.

Multiple Attacks

A character with this ability earns additional attacks as it advances in level, just like a traditional AD&D warrior does. In cases where the creature is able to strike with more than one weapon (i.e. both claws and fangs) in a single round, each "attack" is assumed to include a strike with all weapons. The rate at which these attacks are gained is as follows:

Level	Attack
1–6	1/round
7–12	3/2 rounds
13 & up	2/round

If the character is also able to employ weapon specialization, these rates are increased. Details on such matters are found in the *Player's Handbook* section on proficiencies.

Musical Instruments

This skill is unchanged from the description given in the *Player's Handbook*.

N

Navigation

This skill is unchanged from the description given in the *Player's Handbook*.

O

Odor of Corruption

Certain undead creatures give off a distinct odor of decay and corruption that marks them as unclean things from beyond the grave. Anyone who comes within 10 feet of such a creature must attempt a saving throw vs. poison or become greatly nauseated. Anyone so affected suffers a –2 penalty on all his Attacks and Saving Throws.

Open Locks

This ability is identical to the thief's skill of the same name, save that success is determined with a proficiency check. Modifiers normally applied to the percentile

roll affect the proficiency check at a rate of +/–1 for every +/–5% adjustment. Other than that, however, the skill is as described in the *Player's Handbook*.

P

Paralysis

The touch of certain creatures sends a surge of negative energy through their victims, causing a temporary paralysis. This paralysis lasts for a number of combat rounds equal to the level of the creature plus 1d6. Thus, a 2nd-level character causes paralysis that lasts for 3–8 rounds. Prior to its lapsing, this paralysis can be dispelled by a priest or similar character.

Pick Pockets

This ability is identical to the thief's skill of the same name, save that success is determined with a proficiency check. Modifiers normally applied to the percentile roll affect the proficiency check at a rate of +/–1 for every +/–5% adjustment. Other than that, however, the skill is as described in the *Player's Handbook*.

Pottery

This skill is unchanged from the description given in the *Player's Handbook*.

Priest Spells

A creature with this ability is able to cast priest spells, just like characters from that class. The first slot allocated to this skill gains the character minor access to the All sphere. An additional slot can be allocated to gain the character major access to the All sphere. Access to other spheres can be obtained by allocating one slot for minor access or two slots for major access. Characters able to cast priest spells gain the normal bonuses for high Wisdom scores (or suffer the normal penalties for low Wisdom scores).

R

Read Languages

This ability is identical to the thief's skill of the same name, save that success is determined with a proficiency check. Modifiers normally applied to the percentile roll affect the proficiency check at a rate of +/–1 for every +/–5% adjustment. Other than that, however, the skill is as described in the *Player's Handbook*.

Reading Lips

This skill is unchanged from the description given in the *Player's Handbook*.

Reading/Writing

This skill is unchanged from the description given in the *Player's Handbook*.

Regeneration

Some corporeal undead creatures are able to heal wounds incredibly swiftly. Whether this is an aspect of the negative energy that courses through their bodies or simply the resilience of the undead is impossible to say. For every two slots allocated to this ability, the character heals 1 point of damage per combat round. Thus, a player who wishes his character to have the regenerative abilities of a vampire (3 points per round) would have to allocate 6 proficiency slots.

This is an especially useful proficiency for undead characters. Since the various *cure* spells have no effect on the undead, this is one of the few ways for them to quickly heal damage.

It is important to note that only corporeal undead can to purchase this special ability.

Rejuvenation

Some incorporeal creatures are able to regain lost hit points at a greatly accelerated rate, even though they do not actually regenerate. Instead, these creatures absorb the essence of the ethereal realm to replace lost hit points. This process is taxing, however, and requires the character to rest for a time after rejuvenation. When an undead character with this ability wishes to rejuvenate, it instantly regains all lost hit points. It should be noted that this is an all or nothing process, the creature cannot rejuvenate a fraction of its lost hit points. After rejuvenation, the undead creature is helpless for a number of turns equal to the number of hit points rejuvenated.

This is an especially useful proficiency for undead characters. Since the various *cure*

spells have no effect on the undead, this is one of the few ways for them to quickly heal damage.

It is important to note that only incorporeal undead can purchase this ability.

Religion

This skill is unchanged from the description given in the *Player's Handbook*.

Riding, Airborne

This skill is unchanged from the description given in the *Player's Handbook*.

Riding, Land-based

This skill is unchanged from the description given in the *Player's Handbook*.

Rope Use

This skill is unchanged from the description given in the *Player's Handbook*.

Running

This skill is unchanged from the description given in the *Player's Handbook*.

S

Seamanship

This skill is unchanged from the description given in the *Player's Handbook*.

Seamstress/Tailor

This skill is unchanged from the description given in the *Player's Handbook*.

Set Snares

This skill is unchanged from the description given in the *Player's Handbook*.

Shadowform

Certain undead creatures are composed of darkness, making them not only ethereal but also difficult to see in any but the most well-lighted of places. In addition to the normal abilities associated with the wraithform skill, a character with shadowform gains a partial invisibility. The exact chance that such a character will remain unseen varies with the level of illumination of a place. As the creature is undead, of course, he does not radiate body heat and is not, therefore, visible to those with infravision.

Illumination	Chance to Hide
Dark	90%
Torchlight/*light*	75%
Continual Light	50%
Overcast daylight	25%
Full daylight	10%

Thus, a character with the shadowform ability moving through an area lighted by torches would be 75% likely to slip past sentries and other creatures without being seen.

Singing

This skill is unchanged from the description given in the *Player's Handbook*.

Spellcraft

This skill is unchanged from the description given in the *Player's Handbook*.

Stonemasonry

This skill is unchanged from the description given in the *Player's Handbook*.

Strength Bonus

Every slot allocated to this ability increases the character's Strength score by 1 point. As a rule, no ability score can be increased beyond 20 in this fashion. If a character with a Strength score of 18 uses this ability, he skips straight to a 19, bypassing exceptional Strength scores.

Survival

This skill is unchanged from the description given in the *Player's Handbook*.

Swimming

This skill is unchanged from the description given in the *Player's Handbook*.

T

Talons

Some undead creatures have their fingers transformed into wicked, curving talons that can flay the flesh from the bones of their victims. In combat, these terrible claws are able to inflict 1d8 points of damage. Creatures with claws cannot also have talons. If a character has fangs as well as talons, both may be used at the same time, allowing the creature to make two attacks per round.

Tightrope Walking

This skill is unchanged from the description given in the *Player's Handbook*.

Tracking

This skill is unchanged from the description given in the *Player's Handbook*.

Tumbling

This skill is unchanged from the description given in the *Player's Handbook*.

Turn Undead

Characters with this proficiency are able to drive away other undead creatures, just as if they were using the priestly ability of the same name. The character is not able to command undead, no matter what his alignment is (or becomes). The only difference between this ability and the priestly power described in the *Player's Handbook* is that use of the turn undead proficiency requires a successful proficiency check.

U

Unholy Nature

Some undead creatures are so infused with the powers of the Negative Energy Plane that they are more difficult to turn than one might expect. Any character with an unholy nature is turned as if he had 1 extra Hit Die per proficiency slot allocated to this power. Thus, a 5th-level character with 2 slots allocated to unholy nature would be turned as if he were a 7 Hit Dice creature.

V

Ventriloquism

This skill is unchanged from the description given in the *Player's Handbook*.

W

Ward

Certain undead can be held at bay (or even barred from entering certain types of places) by objects of special significance to them. As a rule, no creature can move closer than 10 feet to his ward, whatever it may be.

For an example, consider the powerful vampire. As dangerous as these creatures are, they cannot approach anyone holding a lawful good holy symbol or presenting a mirror to them. Likewise, they cannot enter a room that has been scented with garlic or enter a building unless they have been invited to do so.

The exact nature of the ward must be selected by the player, as well as the detailing of the specific effects that it has on his character. Of course, the Dungeon Master is free to veto or alter the player's selections.

A character who selects this weakness receives one additional proficiency slot.

Weapon Resistance

The nature of certain undead often makes them less susceptible to attack by specific types of weapons. For example, a skeleton has no flesh or internal organs to be damaged by piercing weapons. A player who selects this special ability must specify one type of weapon to which his character is partially immune. Whenever he is attacked with such weapons, he suffers only half damage.

Weapon Specialization

Characters with this special ability are able to allocate weapon proficiency slots to specialize in the use of certain arms, just as AD&D game fighters do. Creatures with fangs, claws, and talons can specialize in their use, making them even more deadly. All of the normal rules for weapon specialization (as presented in the *Player's Handbook*) apply to characters with this skill.

Weapon Vulnerability

Certain weapons are exceptionally effective against some undead. For example, certain forms of skeletal creatures might be rather brittle and, thus, more vulnerable to attack by hammers, maces, and other bashing weapons. The player should select one type of weapon, subject to approval by the Dungeon Master, which will do double normal damage to the character.

A character who elects this weakness receives one additional proficiency slot.

Weaponsmithing

This skill is unchanged from the description given in the *Player's Handbook*.

Weather Sense

This skill is unchanged from the description given in the *Player's Handbook*.

Weaving

This skill is unchanged from the description given in the *Player's Handbook*.

Wisdom Bonus

Every slot allocated to this ability increases the character's Wisdom score by 1 point. As a rule, no ability score can be increased beyond 20 in this fashion.

Wizard Spells

By selecting this proficiency, the player gives his character the ability to cast wizard spells. Each slot allocated to it allows the character to cast spells from one school of magic. Thus, if a player wanted his character to have access to spells from the schools of Necromancy and Alteration, he would have to allocate two proficiency slots. This is in addition to any extra slots expended to allow the character access to the rare proficiency group.

Wraithform

This ability mimics the wizard spell of the same name, allowing the character to assume an ethereal state. In this state, the character cannot be hit by weapons of less than +1 enchantment (if the character normally has better protection, simply increase the minimum enchantment required to hit him by +1). Other aspects of the spell are exactly as described in the *Player's Handbook*.

Alignments

And travellers now within that valley,
Through the red-litten windows see
Vast forms that move fantastically
To a discordant melody;
While, like a rapid ghostly river,
Through the pale door,
A hideous throng rush out forever,
And laugh—but smile no more.

The Haunted Palace
Verse VI
Edgar Allen Poe

When a player creates a new character, he must determine many things about it. Some of these are determined randomly, like hit points or Ability Scores. Others, such as the class and race of the character, are freely selected by the character. In the *Requiem* campaign, the determination of a character's alignment combines elements of both.

The Nine Alignments

Characters in the *Requiem* game are rated using the same alignment system governs all AD&D campaigns. The way these alignments apply to the undead, however, is not covered by those rules. As such, a review of the nine possible alignments, in addition to the way in which *Requiem* characters are assumed to interpret them, is in order.

Chaotic Evil

No other alignment is so associated with the undead as this one. Creatures who have given themselves totally over to the energies of the Negative Energy Plane are, without exception, chaotic evil.

A chaotic evil creature cares for nothing but raw power, personal wealth, and self-gratification. Since few undead are able to experience pleasure in the way that living creatures do, the hedonism often associated with this alignment is seldom found on the other side of the grave.

Chaotic evil undead look upon the living in only two ways. Either they disregard them totally, thinking of them as nothing but pitiful nuisances, or they view them as fodder to be drained of blood or life energy and then forgotten.

Lawful Evil

Creatures of lawful evil alignment take a somewhat more pragmatic view toward life and the living. Where the chaotic evil creatures of the world have no use for those who have not yet passed beyond life, the lawful evil undead see them as pawns. By directing the actions of the living, a lawful evil undead seeks to increase his own power.

In many cases, a lawful evil undead creature will surround himself with a veritable army of living agents. These minions may be promised any number of rewards in return for their service. As their master is lawful, these promises will generally be kept, although not always in the manner anticipated. It is common for the minions of an undead to be comprised of madmen, criminals, and other miscreants who see their master as a path to personal power.

Neutral Evil

Creatures of this bent are interested only in their own goals. They will employ agents in the manner of a lawful evil creature, and then dismiss or destroy even the most faithful of these minions as quickly as any chaotic evil undead would. In essence, once a neutral evil

creature has established a goal for himself, he takes the most expedient path to it.

Neutral evil undead are generally so concerned with their own affairs that they have little interest in the world around them. Among the living, this introspection leads to one to seek out the solitary life of a hermit. The undead often find themselves a corner of the world where they can prey on the living without drawing attention to themselves. More than one homicidal maniac has proven to be a neutral evil creature seeking to satisfy his hunger in the dead of night.

Chaotic Neutral

These wild creatures are considered by many to be little better than lunatics and madmen. Where a living person of this alignment can be considered unpredictable or even wildly eccentric, chaotic neutral undead are frenzied at best.

Chaotic neutral undead creatures often rely solely upon their own power for survival. They think nothing of walking into the middle of a city, revealing themselves for what they are, then destroying anyone who dares to challenge them. By the same token, they might just as quickly opt to sneak through the shadows toward whatever goal has caught their fleeting interest at that particular time.

Chaotic neutral creatures often revel in the power that comes with being undead. The have no regard for anyone else, living or dead, and take great pleasure in exhibiting their superior powers at every opportunity.

True Neutral

Those undead who are true neutral in alignment seldom give any thought to whether or not their undead status makes them creatures of good or evil. They consider death to be merely the other side of life and undeath to be nothing more than another facet of the grave. They feed upon the living because that is what they must do to survive, not because it gives them any great pleasure to do so.

A true neutral undead will use its powers to maintain the balance between good and evil, just as a living creature of this alignment would do. Unlike their living counterparts, however, true neutral undead see the world as having three axes. In addition to the eternal struggles between law and chaos or good and evil, the undead see an unending battle between life and death.

Lawful Neutral

Lawful neutral undead believe that they have been imbued with a great power that is neither a curse or a blessing. While they might mourn for the lost aspects of their lives, they often find their newly acquired powers interesting enough to compensate, at least in part, for this.

Lawful neutral creatures do not seek to cause undue suffering or terror when they feed, though they recognize that this is sometimes unavoidable. The know that they, like any other living (if that is the right term) thing, have a right to sustain and defend themselves.

Neutral Good

Neutral good creatures feel remorse at the loss of the things that make life worth living. They know that there can be no happiness for

those cursed with undeath, but generally accept what has become of them as best they can. This is not to say, however, that they are not often melancholy or morose creatures.

Having come to terms with their new existence, neutral good undead try to make the best of things. They often seek to destroy the thing that denied them a properly restful grave so that others may not be afflicted as they have been.

Lawful Good

It is almost certainly true that no group of creatures suffers more than the thankfully slight ranks of the lawful good undead. These creatures see that only eternal suffering and eventual corruption lies before them. Staving off their descent into savagery and evil is the only thing left that has any great meaning to the majority of these creatures.

Most lawful good undead recognize that they have little hope of reversing their transformation. In attempts to come to terms with their new fates, they often attempt to deny their new nature. Many, for example, refuse to feed on the living until driven almost mad by hunger.

Chaotic Good

Chaotic good undead creatures are less troubled by what has befallen them than those who are of lawful good alignment. This is not to say, however, that they do not suffer.

A chaotic good undead creature will often turn his powers against the minions of evil, becoming a powerful, if fleeting, force for good. They generally give in to their desire for sustenance fairly readily, but salve their consciences by feeding only upon those of evil alignment.

The Alignment Grid

On the *Requiem* character record sheet printed at the back of this book, players will find an area marked as the Alignment Grid. This is an element unique to the *Requiem* rules and is not found in other AD&D campaign settings.

The alignment grid is made up of nine rows of nine boxes each. Both the rows and columns are numbered from 1 to 9. The rows indicate the character's alignment along the good or evil axis while the columns rate his behavior in terms of law or chaos. The first three rows are assigned to good, the middle three to neutrality, and the last three to evil. A similar pattern is used to mark the columns, with the first three denoting law, the second three neutrality, and the final three indicating chaos. A character's alignment is recorded by making a mark in one of the boxes on the grid.

For example, if the box in the upper left corner of the grid is marked (row 1, column 1), the character is lawful good. The box at the far end of the row (row 1, column 9) indicates a chaotic good character. Conversely, a character with the box in the lower left corner of the grid marked off is lawful evil and the lower right corner signifies a chaotic evil character.

Using the Alignment Grid

Unlike the alignments of traditional AD&D characters, those of *Requiem* PCs are constantly in flux. This is not by choice, however, it reflects the corrupting influence of the negative energy from which the undead draw their power.

Initial Alignment

In order to determine his character's starting alignment, a player rolls two six-sided dice. The dice indicate the row and column of the box to be checked on the character's alignment grid. The player is free to assign the number on either die as the row or column number.

For example, a roll of 3 and 5 could indicate either row 3, column 5 (neutral good), or row 5, column 3 (lawful neutral).

It is worth noting that the only alignments it is possible to begin play with using this system are lawful good, neutral good, lawful neutral, and true neutral. Dungeon Masters who find this too restrictive could allow players to roll 1d6 for the their row, but 1d10 (rerolling any roll of "0") to determine their alignment column. Using this system, it is also possible to create chaotic good or chaotic neutral characters. Neither system allows a player to create an evil character, for reasons that will become obvious.

Note: DMs who want to give their players

the option of selecting a starting alignment are free to do so. Whatever choice the players make, however, must be marked in the center square of the grid for that alignment. This way, all starting characters remain on an equal footing, exactly average in whatever alignment they choose.

The starting grid locations are: Lawful Good (2,2), Lawful Neutral (2,5), Neutral Good (5,2), True neutral (5,5), Chaotic Good (8,2), Chaotic Neutral (8,5). As stated above, no starting character should be allowed to have an Evil alignment.

Corruption

The effect of the negative energy that infuses the undead is both terrible and irresistible. In time, even the most noble of characters will be transformed into a creature of absolute malevolence. All undead creatures will eventually become chaotic evil; the best they can hope to do is to stave off the process for a time.

At the conclusion of every adventure, each player must roll 1d10 and compare the result to the number of the row that he currently has marked on his alignment grid. For the purposes of this roll, a "0" is considered a "10." If that number is equal to or lower than his current position, he adds one to his row number. With this done, he repeats the process for his column number. Even a casual review of this game mechanic will reveal the dark truth about negative energy: the more corrupt you are, the faster you become corrupted. Those who are truly pure of heart may resist the effects of negative energy for quite some time. Eventually, however, the Negative Energy Plane will triumph.

Powers Checks

The previous section provided a game mechanic that simulates the gradual corruption of characters caused by their ties to the Negative Energy Plane. Not all characters are strong willed enough to fight the seed of evil that has been planted in their souls. Whenever a *Requiem* character is called upon to make a Powers Check (as described in the RAVENLOFT campaign setting), he must also roll for corruption (as detailed in the previous section).

Heroes and Anti-Heroes

The AD&D game assumes that all player characters are, to a lesser or greater extent, heroes. They are out to right wrongs, thwart the machinations of evil, and otherwise make the world a better place. This is the stuff of heroic fiction. Of course, there are exceptions. Anti-heroes will always have their place in our hearts. The truth of the matter is, however, that such characters are better suited to fiction than role-playing games. With that in mind, the following advice is offered.

Sooner or later, unless the characters are fortunate enough to find a path back to the land of the living, the DM will face the problem of having one or more of his characters turning evil. Exactly how this is handled is up to the DM.

For lawful evil characters, the matter is a little easier to deal with. If the DM feels that his players are skillful enough role-players to face the challenge of running evil characters while retaining the heroic flavor of the AD&D game, he may allow them to try. As lawful evil characters are generally honorable, after a fashion, they can be trusted and relied upon. A talented role-player shouldn't have too much trouble with this sort of character.

With neutral evil characters, this becomes a slightly more difficult challenge. A neutral evil character is very self centered and unlikely to be part of a successful adventuring party. As such, some common ground must be found to encourage the character to work with the other members of the party. It may well be that the quest for a means to return to life will serve this purpose admirably.

The DM may want to consider mandating that a character who becomes neutral evil is lost to his player, becoming an NPC. If the player feels up to the challenge, and the DM is willing to give it a try, things can proceed.

When characters ultimately sink to the depths of depravity and become chaotic evil, there is no hope for them. No player should ever be allowed to run such a character. All chaotic evil characters instantly become NPCs and made into villains by the DM.

I sought, and soon discovered, the three head-stones on the slope next to the moor—the middle one grey, and half-buried in the heath; Edgar Linton's harmonized by the turf, and moss creeping up its foot; Heathcliff's still bare.
I lingered round them, under that benign sky; watched the moths fluttering among the heath and hare-bells; listened to the soft wind breathing through the grass; and wondered how anyone could imagine unquiet slumbers for the sleepers in that quiet earth

Wuthering Heights
Emily Brontë

The Final Hour

In most games, death is the end of the line. It is the thing that characters are constantly struggling to avoid. In *Requiem*, however, it is only the beginning. A character's death is assumed to have taken place before the start of play. This chapter is used to determine exactly how a given character died and what it is that has brought him back as an undead.

Cause of Death

The first thing that we need to know about the character's demise is exactly why he perished. Did he die in battle? Was he executed for a crime? Did he drunkenly walk in front of a large, rambling cart? The possibilities are endless. To discover the general cause of death, roll 1d100 on the following chart.

Roll	Result
01-20	Accident
21-60	Combat
61-80	Illness
81-90	Murdered
91-95	Natural Causes
96-98	Executed
99-00	Self Sacrifice

Once the general cause of death has been determined, the player should specify the exact cause of death. The following text defines the categories listed on the able above to give players and Dungeon Masters a starting point.

Accident

The character was killed in some manner of mishap. Perhaps this is something innocent, like slipping and falling from a ladder while cleaning the gutters. On the other hand, he may have mixed the wrong chemicals together in his lab and blown himself to bits. Whatever the nature of the accident, it was deadly to the character.

Combat

Combat certainly claims more adventurers than any other cause. It may be that the character died in a noble cause, winning victory over some evil at the cost of his own life. On the other hand, however, it is possible that the character's death was wasted in a quest for personal power or wealth. The exact details of the battle in which the character died, as well as the causes that he devoted his life to, are left for the player to decide.

Illness

Not everyone has the good fortune to die suddenly, in either an accident or amid the chaos of combat. To some is fated a lingering, painful death at the mercy of the world's diseases and maladies. There are many diseases, both natural and supernatural, in the Demi-

plane of Dread. Any one of them might be responsible for the demise of the character. Exactly what it was that claimed the character's life is up to the player, subject to the approval of the Dungeon Master, of course.

Murdered

For one reason or another, the character was murdered. Exactly why this crime was committed and who did the foul deed is up to the player creating the character. It may be that the character was killed in error, by an assassin who mistook him for someone else. At the same time, however, it could be that the killer had an excellent reason for wanting to be rid of the character. In either case, the murderer succeeded in his deed. Whether he was brought to justice for his crime should also be determined by the player and DM as well.

Natural Causes

Even the long-lived elves and dwarves must eventually succumb to the falling sands in nature's hourglass. Whether the character lived for fifty years or five hundred, time has taken its toll on him and he succumbs to the stillness of the eternal night. There is seldom a trauma associated with such a death, but things are often left undone, even by the longest lived of people.

Executed

For one reason or another, the character's life was taken by some organization. It may be that this was retribution for a crime or it could be that he was delivered up as an offering during a ceremony of some sort. Whether or not the character had accepted his fate must be decided by the player, but it seems unlikely that the hero embraced this end willingly. In either case, however, the details should be considered and recorded for future reference and role-playing.

Self Sacrifice

For one reason or another, the character sacrificed himself. In some cases, it may have been an act of desperation, but most often the character made a heroic sacrifice (remaining behind to hold off an attacking monster while his companions escaped or saving the life of an innocent at the cost of his own). In any case, the character knowingly decided that the time had come to end his life. The *Requiem* game being what it is, of course, the character has been granted something of a second chance.

Motivation

There are few boundaries as easy or as difficult to cross as death. The first time that one makes the journey, passing from life into death, is easy and may befall anyone without warning. The opposite voyage, however, is so difficult that few people have the stuff to make it. Necropolis, of course, is the realm where the boundary between death and life is most easily crossed (due to the negative energy infused in the land).

Every character in a *Requiem* campaign is assumed to have a motivation that enabled (or forced) him to come back from the dead. In order to determine the general reason for his character's resurrection, a player should roll 1d100 and consult the table below.

Roll	Motivation
01-05	Sudden Death
06-10	Summoning
11-20	Preying of the Undead
21-35	Vengeance
36-50	Stewardship
51-65	Curse
66-80	Sense of Justice
81-90	Dark Pact
91-95	Experimentation
96-00	Special / Unique

As with the character's cause of the death, a player should read the following general description of his motivation type and determine the details.

Sudden Death

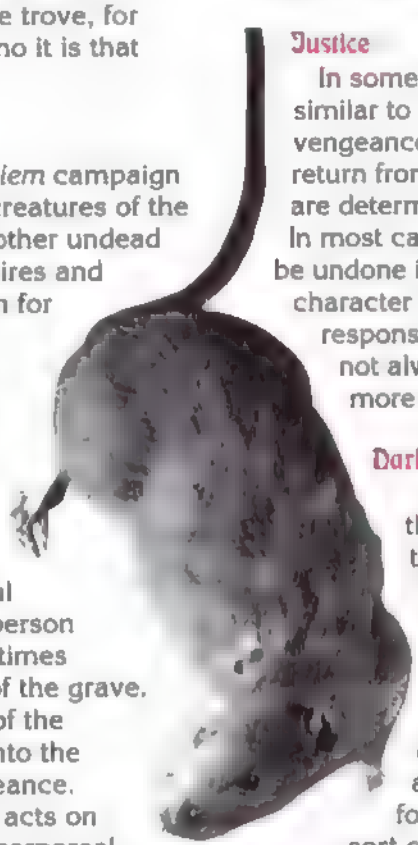
On rare occasions, a character's death comes upon him so suddenly that he is unaware that he has been killed. Examples of this type of death might include a person caught in an explosion he had no reason to anticipate or someone hit from behind with a *disintegration* spell. When this happens to a particularly strong-willed person, his determination is sometimes enough to retain a semblance of life.

Summoning

In some cases, a person who might ordinarily be content to rest peacefully in his grave is deprived of that final slumber by the actions of a necromancer or other spell caster. As a rule, this happens when someone has specific need of an individual's talents. On occasion, however, the person is brought back from the dead without such precision. A wizard or evil priest who needs a few zombies to guard a treasure trove, for example, doesn't really care who it is that he's reanimating.

Preying of the Undead

Many characters in the *Requiem* campaign setting were transformed into creatures of the night as a result of attacks by other undead monsters. Many undead, vampires and ghosts among them, are known for their ability to create others of their dark ilk through their unique attacks. In most cases, the creature that slew the character will be of the same type as the character.



Vengeance

When a person of exceptional will is killed, his hatred of the person responsible for his death sometimes transcends even the confines of the grave. When that happens, the spirit of the deceased claws its way back into the land of the living to seek vengeance. Sometimes, the vengeful spirit acts on its own, drifting about as an incorporeal spectre. In others, it returns to the body that housed it in life and reanimates the decaying corpse. Both results are horrible to behold.

Stewardship

There are those who take their responsibilities in life more seriously than others. While this trait is often considered to be a noble one, it can be taken to extremes. On very rare occasions, a person's dedication is so great that he rises from the grave to watch over the people or places that were important to him in life. Such creatures are often anchored (see the **Proficiency Glossary**, page 49)

Curse

Perhaps the ultimate act of vengeance that one can undertake is the bestowing of a curse. In the rarest of cases, when the curse is truly justified and the power of the person laying the curse is exceptional, the victim may even be denied the peace of the grave. While curses this powerful are most frequently associated with the Vistani, others have been known to fashion them on rare occasions.

Justice

In some ways, these types of spirits are similar to those that return to seek vengeance or as stewards. Persons who return from death out of a sense of justice are determined to see some wrong righted. In most cases, of course, the deed that must be undone is of particular importance to the character because it was directly responsible for his death. While that is not always the case, it turns out to be so more often than not.

Dark Pact

There is no more terrible path to the foul afterlife of the undead than that of the dark pact. In these cases, a person desires something so much that he makes a deal with forces beyond his ken. As a result of this contract, the character is denied the peace of the grave and is forced to wander the earth for a time after death. It was this sort of pact that bought the vampire Strahd von Zarovich his eternity of suffering.

Experimentation

There are many who spend their lives exploring the mysteries of the universe. Whether they do so through scientific, theological, or mystical methods, the one subject that always defies understanding is the link between life and death. What is it that fuels the fires of life? What happens to a person's spirit when the shroud of death smothers those flames?

In most cases, research into these questions is harmless and tantalizingly frustrating. In rare instances, however, a person delves too far into the darkness of the

plutonian night. When that happens, the results can be grim and terrible beyond belief. This is the means by which the lich or mummy is most often created.

Special/Unique

While the above categories account for almost every undead creature one is likely to encounter, there are always unique and exceptional cases. The late Dr. van Richten was quick to acknowledge that there is far more to the supernatural than he, or any other person, could ever hope to quantify.

When a player rolls this motivation for his character, he should discuss it with his Dungeon Master and attempt to come up with a truly unusual origin story for his character. If time is short or his imagination fails him, the player may opt to reroll.

Physical Appearance

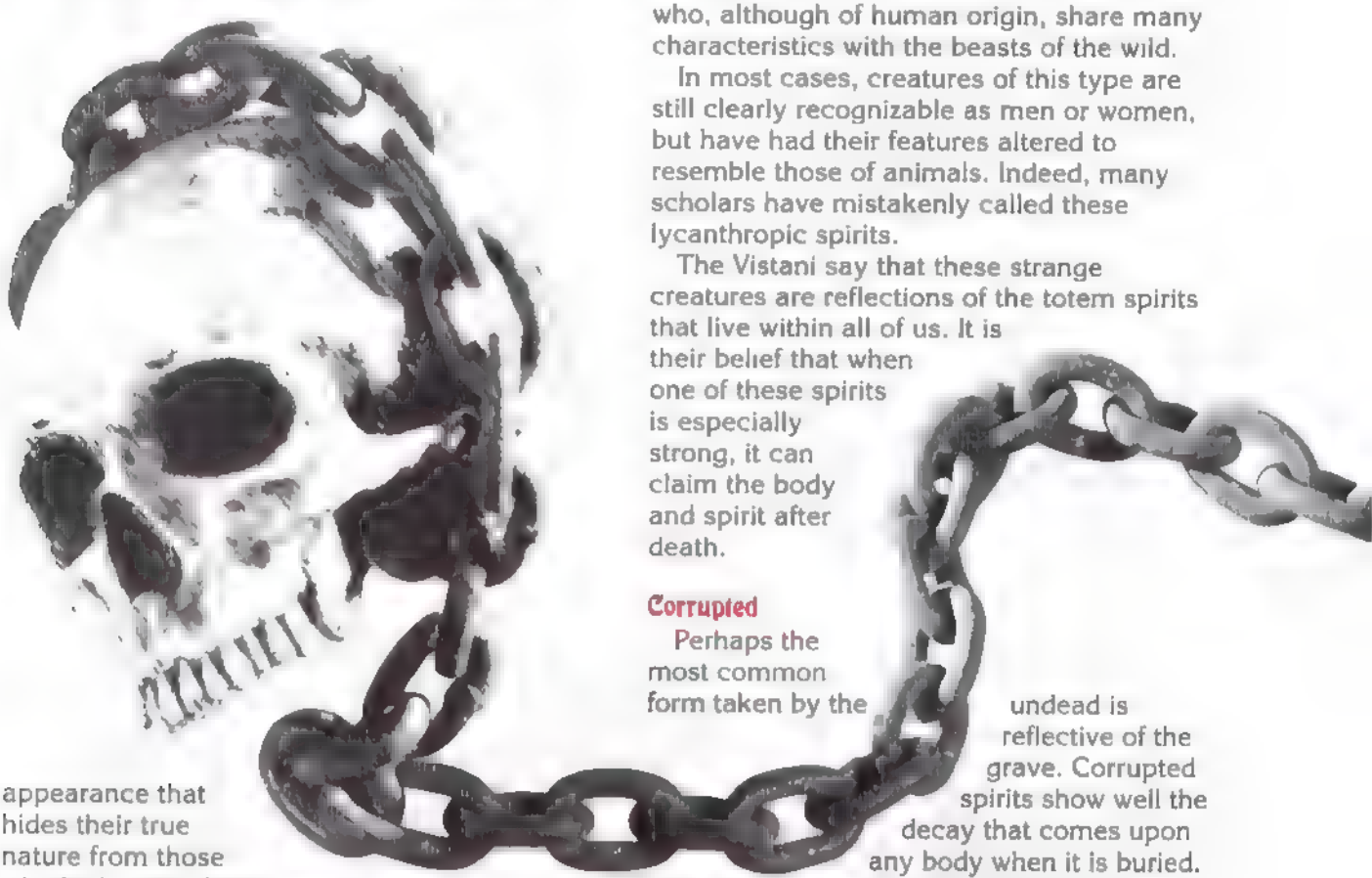
Just as the ranks of the undead are animated for diverse reasons, so too do they have a great variety of appearances. These vary from creature to creature, but almost always fall into one of several categories. In order to determine the general description of the player's character, roll percentile dice and consult the following table.

Roll	Description
01-10	Beauteous
11-15	Bestial
16-40	Corrupted
41-50	Distorted
51-70	Humanoid
71-80	Preserved
81-90	Spectral
91-00	Vaporous

Variations on all of these themes are common enough, but each category can provide the player with a starting point in drawing up the final description of his character. It is also possible to generate an improbable description (a beauteous skeleton, for example). If the player and DM agree, any such results may be rerolled.

Beauteous

This is perhaps the most revolting type of undead creature, for its appearance reflects neither the stillness of death nor the corruption of the grave. Instead, creatures of this type have taken on an almost angelic appearance that hides their true nature from those who look upon them.



The actual appearance of beauteous spirits is near enough to the one they had in life that their friends and loved ones are generally able to recognize them. However, the imperfections of the person are lost and the individual looks more lovely than he ever did in life. In some cases, this produces a spirit with an innocent charm and gentile beauty. In others, a lascivious creature with the wanton comeliness of a black widow spider is born.

Bestial

In his *Guide to Ghosts*, the late Dr. van Richten reported several accounts of ghostly animals who haunted the land of the living. For the purposes of this text, however, it must be noted that there are other spirits who, although of human origin, share many characteristics with the beasts of the wild.

In most cases, creatures of this type are still clearly recognizable as men or women, but have had their features altered to resemble those of animals. Indeed, many scholars have mistakenly called these lycanthropic spirits.

The Vistani say that these strange creatures are reflections of the totem spirits that live within all of us. It is their belief that when one of these spirits is especially strong, it can claim the body and spirit after death.

Corrupted

Perhaps the most common form taken by the undead is reflective of the grave. Corrupted spirits show well the decay that comes upon any body when it is buried. In some cases, a corrupted spirit is still recognizable as the person it was in life. In others, however, the process of decay has made it impossible for even their closest friends to see them for who they were in life.

In order to determine just how badly corrupted a spirit is, the player should roll percentile dice. The higher the roll, the greater the level of decay. Thus, a spirit who rolls a 75% is three-quarters decayed and almost certainly unrecognizable. A roll of 95% or higher indicates that the body is nothing more than a skeleton, while a roll of less than 5% means that he can probably pass for a living person in many cases.

Distorted

In some cases, an undead creature has a warped or distorted appearance. Such creatures can be both unsettling and horrific to look upon. An example of such creatures might be the terrible rushlight or even the boneless.

When this type of appearance is indicated, the player should roll percentile dice to determine how altered his character's appearance is. A roll of 5% or less indicates that the character is almost normal in appearance and might even be able to pass for human in some situations. A roll of 95% or better means that the character is so deformed and monstrous as to require careful examination before it will even be recognized as human in origin. In any case, the player and Dungeon Master should agree on a general description of the character based on the roll of the percentile dice.

Humanoid

Another very common appearance, creatures of this ilk are more or less human in appearance. Often, some aspect of the creature's appearance will be ill-defined. In corporeal examples of such creatures, the flesh may be taut, as is often the case with mummies or liches, but they are still recognizable as men and women. In spectres and other incorporeal beings, the monster may have no legs, trickling away to vapor below the waist. Exactly what causes these subtle flaws in the creature's form is unknown, but many scholars speculate that it is somehow tied to the personality that the character had in life.

Preserved

A preserved creature looks just as it did at the time of its death. If the character did not die a violent death, it is quite likely that he will be able to pass for a living person under a casual observation. In cases where death was the result of combat or some accident, the corpse may be badly wounded or even mutilated. In some cases, these are the most horrible of creatures to look upon.

Spectral

Spectral creatures appear as balls or streamers of light. In many cases, they are mistaken for a will o'wisp or similar creature. Only upon closer examination is the true nature of these creatures made clear. A character who has a spectral appearance must be an incorporeal creature, either a shadow, wraith, spectre, or ghost.

Vaporous

All creatures of this type are incorporeal, appearing to be made of swirling mists and fog. They are not recognizable as human beings. Whether these creatures lack features because of an inability to have them or out of a lack of desire, none can say.

Now here's a riddle in a rhyme
If she's the same how come she's different now
The same old eyes
but not the shine
You know you're certain
but you're full of doubt

Here She Comes
Pete Bellotte

The undead can be among the most dangerous creatures that any hero will ever be called upon to face. They often combine deadly cunning with great supernatural abilities and horrific combat skills. Only those who understand the nature of these terrible creatures can stand for long against them.

For all their uniqueness, however, there are certain things that all undead have in common. In this chapter, we'll take a look at these factors.

Common Advantages

All undead, no matter what their origins or special abilities, have certain natural (or supernatural) abilities in common. These characteristics have been the bane of living adventurers for centuries.

Magical Spell Resistance

Many of the world's adventurers depend heavily upon the powers of magic to battle the undead. In most cases, their faith in such supernatural weapons is justified. A *lightning bolt* or *fire ball* spell, for example, can save the party from countless perils. Many spells, however, are worthless when cast against the undead.

Mind-Affecting Spells

All spells designed to affect the mind of their target are useless against the undead. They cannot be affected by *charm*, *sleep*, or other related spells. A brief list of less common spells to which this immunity extends includes *confusion*, *emotion*, *fear*, *friends*, *modify memory*, *scare*, *suggestion*, and *taunt*. In any case where there is question as to whether or not a spell has any power over the undead, the Dungeon Master has the final say.

Life-Affecting Spells

Just as the minds of the undead are immune to many magical spells, so too are their bodies. After all, none of the biological processes that make life possible are required in an undead creature. Because of this, many spells which are highly effective against the living are utterly useless against the undead. Common examples of such spells include sleep and hold. Less well known instances include *age creature*, *cloudkill*, *contagion*, *cause disease*, *ray of enfeeblement*, and *stinking cloud*.

Common Vulnerabilities

The weaknesses of the undead can often be exploited in battles against them. Holy water, for example, has long been found in every adventurer's backpack. While certain undead have unique vulnerabilities, like the vampire's dislike of garlic, there are certain weaknesses common to all undead.

Turning/Commanding Undead

All undead creatures are vulnerable to the faith of priests, paladins, and other pious characters. As such, they can be turned away by them. Complete details

for the turning of undead are presented in the *Player's Handbook*, with modifications for the RAVENLOFT campaign setting presented in that boxed set.

Because of the diversity in undead creatures found in the *Requiem* campaign setting, all attempts to turn or command undead should be resolved using the Hit Dice of the creature, no matter what name it might bear. Thus, a 10th-level ghoul is turned as a 10 Hit Dice creature, not as a ghoul (which has only 2 Hit Dice).

Holy Water/Symbols

Regardless of their nature, all undead are vulnerable to the searing touch of holy water or holy symbols. As a rule, either of these things will do 2d4 points of damage if brought into contact with an undead creature.

Because of the spiritual nature of these religious objects, they are able to harm undead creatures even if those beings are incorporeal or vulnerable only to magical weapons.

Incorporeal Undead

Most of the undead of the world are divided into two major categories, corporeal and incorporeal. The former are certainly more common, although they are also generally less powerful. The latter, while fewer in number, tend to retain their intelligence and have stronger ties to the tainted energy of the Negative Energy Plane.

Physical Composition

By their very nature, all incorporeal undead are gifted with a permanent shadowform or wraithform ability (they are unable to turn these powers off). In either case, they are able to move about as unimpeded as fog, passing effortlessly through cracks, keyholes, or any other minute opening.

Because of their spectral form, all incorporeal undead are vulnerable only to +1 or better magical weapons. Of course, many undead characters will be even more resistant to attack than this, having allocated proficiency slots for this purpose.

Flight

Despite their ethereal natures, however, incorporeal undead are *not* automatically able to fly. For some reason, gravity holds these creatures as tightly as it does any mortal. If a player wishes to have a character who can fly, he must purchase that ability as he would any other. While this may not truly be an advantage or disadvantage, it should at least be considered when discussing these creatures.

Physical Combat

An important contrast between corporeal undead and their ethereal cousins is their ability to resist attacks. To be sure, incorporeal undead are much harder to harm, generally being invulnerable to nonmagical weapons. Once hit, however, they are almost always easier to destroy. The weakest of the corporeal undead, skeletons and zombies, use six-sided dice to determine their hit points. The least of spirits, generally called wraiths, have only four-sided Hit Dice. At the other end of the spectrum, vampires and liches are so physically resilient that they use 12-sided hit dice. Ghosts, the most powerful of the incorporeal undead, use only ten-sided dice to determine their hit points.

In addition, ghosts and other incorporeal creatures are much less dangerous when attacking physically. Their attack rolls, for example, tend to be poorer than those of the corporeal undead.

Of course, the special abilities that these creatures have often make up for these apparent weaknesses.

Corporeal Undead

While the ranks of the corporeal undead do not gain any special abilities per se, they do have some characteristics that might be thought of as advantages.

The best example of these abilities can be found in their hit points. The least powerful of corporeal undead uses six-sided Hit Dice, as opposed to the four-sided dice used by their incorporeal counterparts. At the other end of the spectrum, the most powerful of corporeal undead (vampires and liches) have twelve-sided Hit Dice while ghosts (the most powerful of the incorporeal) use only 10-sided dice.

A less immediately recognizable advantage that corporeal undead have over their spectral cousins is the ability to manipulate their physical surroundings. The mere fact that they can touch the objects around them makes it much easier for corporeal undead creatures to achieve their goals.

Necrology

Lastly, there are some characteristics of the undead that cannot truly be considered advantages or disadvantages. For the most part, these are reflections of the shadowy life that the undead lead.

Sustenance

Every self-willed undead creature must find some way of replenishing the negative energy that empowers them. In some, like the ghoul, this is more pronounced than in others.

Every undead character should select some special attack (ability score draining, cause wounds, etc.) through which it feeds. More unusual cases, like the drinking of blood or devouring of carrion, are possible. In all cases, of course, the DM must approve the character's method of sustenance.

Reproduction

Not every undead creature has the ability to create others of its kind. Only those with some manner of energy draining attack (whether it affects life energy, ability scores, or some other aspect of living characters) have the potential to create more undead. If a player wishes his character to have this ability, he must allocate an extra slot to the attack type that will be used to create new undead. In addition, the DM and player should specify some means by which the raising of the newly slain victim can be prevented. In order to control the undead that it creates, the character will have to possess the command undead power as well.

Returning to Life

Life is a toy made of glass; it appears to be of inestimable price, but in reality it is very cheap.

Pietro Aretino
Letter to Bernardo Tasso
Sept. 26, 1537

The life of the undead is both immeasurably long and yet painfully fleeting. To be sure, a vampire may live for centuries if he avoids the searing rays of the sun and the painful kiss of holy water. Only in the earliest days of his eternal life, however, does such a creature retain the spirit and fire of his humanity. In relatively short order, even the most determined undead creature is consumed by the darkness of the grave and corrupted by the life-hating energies of the Negative Energy Plane.

While it is true that some undead creatures are able to keep the darkness at bay for a long time, the entropy of the spirit will eventually prove to be too much for them. If the character is to have any hope of regaining life and remaining a force for justice and light, he must act quickly. To delay is to risk the loss of that last lingering thing that might be called human.

While the light of a man's spirit might burn after his death, it must eventually flicker out. And once that spark glows no more, it is far better that the character remain in the grave than return to life.

Restoration

There are precious few ways in which the dead can be made to truly live again. Most of these are magical in nature and, because they defy the boundries of life and death, require the making of a powers check. As a rule, there are three possible sources that characters might seek out in hopes of being returned to life: Priests, Wizards, and Scholars.

Priests

Without a doubt, the most common means of restoring life to the dead is through the working of priestly magic. In order to have the power of life and death at his command, though, a priest must be of very high level. In the case of a player character, this is usually not a problem. If the priest is an NPC, however, it can present a challenge.

Finding a Priest

If an undead character wishes to be restored to life through priestly magic, he must first find a holy many powerful enough to perform this feat. In the Demiplane of Dread, that can be an incredible undertaking (no pun intended) in itself. After all, powerful priests who show a distinct desire to do good generally find themselves drawn into confrontations with the dark lord who rules their domain. Such encounters are usually quick and quite deadly for the priest.

Thus it is that, in all of Ravenloft, there are probably only a handful of priests capable of restoring a dead hero to life. Of these, however, most are probably alive only because they recognize the value of discretion in going about their daily affairs. Thus, almost all potential spell casters will be in seclusion, either living as hermits or cloistered in a monastery somewhere.

Persuassion

Finding a spell caster powerful enough to breathe life into a dead character does not, however, end the matter. Even with the powers of healing at their command, the noble orders of law and goodness are not always quick to restore the dead—or especially the undead—to life.

In most cases, members of such churches believe that the dead have been called to their final resting places by an act of god. To

be sure, the undead must be saved from the terrible torment of eternal life. However, this generally involves making sure that they are returned to their graves and made to rest comfortably therein. Only if a strong case can be made that the deceased was taken before his time, that he still has a part to play in the divine scheme of things, will a priest agree to restore him to life.

It is always possible to force a priest to ressurect a character, but doing so is hardly a good or wise act. The mere threat of violence or other means of presuassion may well carry with it the risk of a failed powers check. In addition, who can say that the threatened priest will devote his best efforts to his spell. A character restored to life by such means may find himself the victim of a curse, perhaps as terrible as that from which he has just escaped.

Spell Effects

Even if a cooperative priest can be found and the right spells are cast, there is a chance that the operation will not be successful. After all, magic is not as reliable in Ravenloft as it is in other realms, especially magic that involves the fine line between life and death.

Because of the nature of magic designed to restore life to the dead, it is classed as necromancy. As such, it is incredibly dangerous to cast. A priest runs the risk of failing a powers check whenever he uses spells like *raise dead* or *ressurection*.

Raise Dead

The casting of a *raise dead* spell has little or no effect upon an undead creature seeking to regain its life. Of course, certain undead are unusually vulnerable to such a spell (as indicated in the MONSTROUS MANUAL) and can be instantly destroyed by such magic.

The only way in which this particular spell might be useful in restoring life to an undead character would require someone to actually slay the hero. Once the character is truly dead, the spell has its normal effect.

One of the tenets of the *raise dead* spell requires that it be used very shortly after the death of the subject. When cast upon someone who has been undead, the original time of death is still the governing factor. Thus, a character who has been a ghoul for 10 years is assumed to have been dead for 10 years, making a *raise dead* spell useless anyway.

Reincarnation

This spell is of some use when employed to restore life to an undead character, especially an incorporeal one. As a rule, characters who retain a physical form are better served by the casting of a *ressurection* spell.

Although this spell normally requires the caster to touch the corpse of the person it is being used on, this is actually only a means of attaining a magical conduit to the departed spirit. When that spirit is present, no such requirement exists.

When a *reincarnation* spell is used to restore life to an undead character, there is a 50% chance that the spirit will be returned to life in a body that matches its previous race and class. If that roll is failed, then the normal charts in the *Player's Handbook* are consulted to determine the character's new form.

A *reincarnation* spell does not normally require the subject to make a Ressurrection Survival Roll. When used to restore life to an undead spirit, however, such a die roll must be made. If that roll fails, the character's essence breaks up and is lost. No power short of divine intervention will restore such a character to existence.

Another advantage that proximity to the spirit has is that the spell no longer need be cast within one week of the character's death. Instead, the more lenient rules applied to the *ressurection* spell are applied. Thus, the target of the spell can be dead for as long as 10 years per level of the priest. Thus, a 19th-level priest can reincarnate a character who has been dead for as long a 190 years.

Ressurection

While a *reincarnation* spell can be used to restore life to an incorporeal undead, those who retain their physical forms are generally better served through the use of the *ressurection* spell. Of course, those who show the decay of the grave may be better off with the previous spell.

In most regards, this spell functions just as described in the *Player's Handbook* when used with the intent of restoring an undead character to life. Of course, the fact that it is being used in Ravenloft means that the priest must make a powers check. The subject of the spell must make a Ressurection Survival Roll, as indicated in the spell description, with failure causing the body and spirit of the target to break up and be lost forever.

Wizards

Traditionally, wizards are better at making undead than reviving them. Spells like *animate dead* are among the first that a necromancer learns. Still, it is not impossible for one of these spell casters, especially if he has attained a high level of experience, to restore an undead creature to life.

Finding a Wizard

As with priests, there are only a handful of wizards in Ravenloft who have the power to restore life to the dead. They are, however, even more difficult to find and generally even less willing to restore an undead creature to life. This is especially true of evil wizards, who are probably more likely to use their spells to acquire control over an undead creature than to help him return to life.

Most powerful wizards in Ravenloft either serve the lord of the domain in which they dwell or, if they are of good alignment, maintain a very low profile. As such, it can be difficult to find or negotiate with them. Simply finding one of these folk is likely to be an adventure in and of itself.

Persuasion

Wizards are seldom as interested in the right and wrong of their actions as priests or other characters. As a rule, they are motivated by a hunger for knowledge and the power that comes with it. Of course, they are often as fond of wealth as others and can sometimes be persuaded by a large payment.

In general, however, the best way for a group of adventurers to barter with a wizard is for them to offer him service in exchange for the required spell. Because of the hazards involved with restoring life to an undead character, the tasks that a wizard demands in exchange for this service will almost always be terribly dangerous and difficult.

Spell Effects

Because wizards are not blessed with the healing powers of priests, they are less able to help restore the dead to life. Still, their great power is difficult to deny and, at least at higher levels, they are able to overcome such great challenges. The following spells are the most efficacious in such matters.

Limited Wish

The *limited wish* spell can be used to restore life to an undead character, but only for a brief period of time. After a number of days equal to the level of the caster, the effects of the wish will fade away and the character will find himself returned to his undead state.

A character who has been restored to life by means of this spell has no reason to believe that its effects will be fleeting. Only the passage of time will reveal the transient nature of the transformation. If a wizard has been forced to restore life to the character against his will, he can easily use this spell instead of the more effective *wish*, counting on putting a great distance between himself and the character before he discovers that he has been tricked.

The use of a *limited wish* spell to restore life to an undead character is cause for a powers check. In addition, the target of the spell must make a Ressurection Survival Roll. Failure at this roll causes the body and spirit of the subject to break up and be lost forever. From that point, only the act of a divine being can restore life to the character.

Reincarnation

This spell functions just like the priest spell of the same name (described earlier in this section). It is best used on spirits or corporeal undead who have been physically changed by their time in the grave.

Wish

This most wondrous of all spells is certainly able to restore to life an undead characters. Of course, it has very detrimental effects upon its caster (as described in the *Player's Handbook*). Most wizards will demand great compensation before casting so potent and hazardous a spell.

Like a *limited wish* spell, a full *wish* requires the character to make a Ressurection Survival Roll and a powers check. Failure at the survival roll causes the target's body and spirit to break up, destroying the character forever. When that happens, only a divine act can restore the lost character to life.

It is worth restating that a wizard who has been forced to restore life to an undead character against his will may pretend to cast this spell but, in actuality, weave a *limited wish* instead. The effects are similar, but the spell will fade in time, leaving the undead

character no better off than he was when he sought out the wizard in the first place.

Scholars

The term *scholar* is used here as a matter of politeness. In actuality, those who seek out a learned man of science in hopes of using his knowledge to restore them to life are looking for a mad scientist. After all, no sane man would seek to tamper with things like the undead, for these are matters that mankind ought to keep well clear of. As is often said, there are some things man was not meant to know.

Still, if magical ressurection is not desired or possible, the characters may have little choice.

Finding a Scholar

The best place to find a scholar with the desire and resources to attempt so difficult and dangerous a task as the restoration of life is at an institute of higher learning. While these are rare in Ravenloft, they are generally more accessable than high level priests or wizards.

The best of these, without a doubt, was the Academy of Sciences in Il Aluk. Sadly, however, that place was destroyed during Darkon's transformation into Necropolis. In the wake of that great disaster, characters will be forced to look elsewhere. The following institutions seem most promising.

The Great University of Tvashsti

Without a doubt the greatest center of learning and science in Ravenloft, this ancient institution is located in the realm of Sri Raji. Here, under the stewardship of priests dedicated to the worship of the god Tvashtri, an endless quest for knowledge and understanding continues around the clock.

Because of the mandate that this university operates under, many researches are conducted here that would ordinarily be rejected at schools in the core. With effort, the characters might be able to persuade the staff of this institution to attempt to restore them to life. In payment for its services, the university may well demand a great sum of money or the undertaking of an important scientific expedition.

First, however, they will have to overcome the fact that Sri Raji is one of the most xenophobic domains in all the Demiplane of Dread. Outsiders, even living ones, are likely to be treated badly by the natives. Undead characters will be regarded with even greater disdain. Thus, even getting to the Great University may prove to be the most difficult aspect of this endeavor.

Academe d'Richemulot

In the city of Mortigny, on the shores of the Musarde river, is a great college dedicated to philosophy, theology, and the sciences of the mind. It is quite possible that a group of player characters, even undead ones, could persuade one or more of the professors on the staff of the Academe to take an interest in them and their condition.

Of course, the focus of training and learning at the Academe d'Richemulot is not on sciences like biology and medicine, but on philosophy and psychology. As such, the chance to study the minds of the living dead and the effects of immortality on the "human" psyche might prove to be too tempting to pass up. Thus, a group of characters will have to take great care to avoid being betrayed and turned into lab animals.

Darklords

As unsettling as it may be, the most promising means of regaining one's life may be in the hands of certain domain lords. To be sure, the chance to attempt a revitalization of once-living tissues would appeal to the master of Markovia. By the same token, it might prove too tempting for Victor Mordenheim to pass up as well.

Characters who deal with these villains are in extreme danger, however, and stand little chance of emerging from the encounter unscathed. The evil of Ravenloft's darklords is so great that few who come in contact with them, even those who believe that they are striking fair and enforcable bargains, survive the experience.

Methods

The best way to offer a shorthand method for scientific and scholarly attempts at revivification is to draw analogies to magic. The spells of *reincarnation* and *ressurection* described in the priest's section of this book seem the most likely to be used here, although these guidelines can be used for other inventions with spell-like effects as well.

Research and Design

For game purposes, the DM can assume that the research and invention of a device requires

a number of weeks equal to the minimum level of a spell caster capable of learning the spell being duplicated. Thus, a device which was designed to mimic the effects of a ressurection spell (a 7th-level priest spell) would require at least 14 weeks to design and build.

The builder of the device must have a combined Intelligence and Wisdom score of not less than twice the number of weeks required if the machine is to have any chance of working. Thus, in the case of the *ressurection machine*, the artificer would need to have Intelligence and Wisdom scores totalling not less than 28.

Throwing the Switch

When the deed is done and the device is ready to be used, the scholar who built it must make an Ability Check on both Intelligence and Wisdom. If both rolls succeed, then the machine is assumed to have functioned as desired.

Failure at either roll indicates that the device simply does not work as expected. The designer must return to square one and start all over again. If both of the rolls fail, the machine is horribly flawed and suffers a catastrophic failure when activated. The nature of the device should be used to determine the effect of this failure. If nothing else, the machine can be assumed to have exploded, doing 1d4 points of damage per week required to build it to everyone in the area.

Trying Again

It must be assumed that the arcane nature of the device makes it unsuitable for use on anyone but the current subjects. In other words, just because it worked this time doesn't mean that it will work the next time. Thus, whenever the owner of the device wishes to use it, he must repeat the Intelligence and Wisdom checks mentioned above. As soon as a single check is failed, the machine is assumed to have broken down and must be rebuilt from scratch.

Final Notes

Of course, in all of the above cases, this assumes that the scientist is working under ideal conditions and with ready access to all the equipment he might need. If this is not the case, then the task can take much longer to complete and may, if the DM desires, be doomed to failure from the start.

Conversion

When a character finds a mage, priest or mad scientist to bring him back from beyond the grave (assuming the process is successful), the Dungeon Master will have to convert him into a living, breathing hero once more. Doing this is, more or less, exactly the reverse of the undead character creation process described in the previous chapters. Unless serious changes were wrought (as in the effects of a *reincarnation* spell, for example), the character remains basically the same and only minor bits of bookkeeping are required to prepare him for further play. The descriptions below assume that the character is being revived in his original body (or a recreation thereof).

Ability Scores

Most of the statistics which make up a character will be unchanged by his conversion back to the world of the living. His base ability scores (and the derived attributes associated with them) remain the same unless the restoration method used specifically says to change them. Otherwise, only scores which were raised through allotment of proficiency slots will change during this conversion (see **Proficiencies** below).

Alignments

Of all the changes the character has undergone on the wrong side of the grave, the change to alignment is likely to be the most sweeping. Through the process of corruption (see page 69) his alignment has probably shifted considerably away from law and good. As a result, he likely has a vastly different view of the world than he did before his death.

Being restored to life does nothing to affect the character's current alignment. In the same way that he carried the memories of his original life to his undead existence, the mental tortures that he endured as a creature of darkness remain as shadows over his new life.

It is up to each individual character to decide whether or not to simply accept these mental scars and go on with his new life. With hard work, sensitive, nurturing friends, and time, a character may be able to bring his new life into harmony with the beliefs he originally held. This process

will be long and arduous, but with determination and perserverance (not to mention DM approval) it is possible for a resurrected character to regain his original alignment.

Proficiencies

Many of the special abilities an undead character gains are available only as a result of his connection to the Negative Energy Plane. Severing that connection by being restored to life means losing access to many of the nonweapon proficiencies a character has come to depend on.

Generally, any skill or ability which is purely a matter of rote learning may be kept by a living character and anything which relies on extensive training or paranormal powers may not. As a rule, all of the proficiencies from the Unusual Proficiency Groups must be given up once an undead character has been restored to life. The main exceptions to this rule are the priest spells and wizard spells proficiencies (see **Character Classes** below). As always, the DM has final ruling as to which abilities can and can't be brought back from beyond the grave.

However, if a character was not originally generated for a *Requiem* campaign, he had a significant number of skills and proficiencies prior to his undeath. These abilities, which had to be translated into undead proficiencies during his original conversion, may all be translated back into his new living form regardless of what Undead Proficiency Groups they fell under. In other words, a restored character retains all the abilities he had in his original life.

Any proficiency slots left vacant because of lost special abilities may be filled by the living character according to the nonweapon proficiency rules in the *Player's Handbook*.

Character Classes

When an undead character is translated into the realm of the living, he does not carry his character class over with him. After all, there is no such thing as a living zombie. A character who was an adventurer before his undead experience may simply return to his former profession, albeit probably at a higher level (see **Experience Points** below). If he chooses, however, he may use the rules below to change professions.

A character who was not an adventurer prior to his death (in other words, one who was originally generated for a *Requiem* campaign), or one wishing to change character class at the time of his revivication, may select any character class that he has the requisite attributes for, as described in the *Player's Handbook*. If, however, he chooses to be any type of magic user, his undead powers must have included the appropriate magical proficiency (either wizard spells or priest spells), otherwise he must begin as a 1st-level member of his new class regardless of how many experience points he amassed in his unlife (see **Experience Points** below).

Experience Points

No matter what side of the grave a character is on, experience points provide an unbiased measure of what he has done and learned. Successfully completing specific tasks earns a character a set number of experience points no matter what his condition. Therefore, when an undead character is translated into a living one, he carries over all the experience points he earned beyond the grave and applies them to his new profession to determine his experience level. A character may have his level increase relative to what it was as an undead creature, likewise, he may have his relative level decrease. However, since his experience point level remains the same, nothing is truly gained or lost.

The only exception to this rule is a character who chooses to re-enter life as a magic user. Such a character must have had either the wizard spells or priest spells proficiency in order to make use of his accumulated experience points. After all, one cannot simply decide to become an upper-level magic user, it takes a significant amount of practice and study. Newly revived characters who choose either the mage or priest profession without having had the appropriate undead proficiency begin play as 1st-level members of their new classes with no experience.

Alternatively, a character may begin his new life as a multi-classed adventurer, allowing him to both take advantage of his accumulated experience in one profession and begin play as some type of magic user (he still may not begin any higher than 1st level if he did not have the appropriate undead proficiencies). Human characters, however, have the option of simply treating this as a change in profession and becoming dual classed (as described in the *Player's Handbook*).

Advice for the DM

Foul whisp'rings are abroad. Unnatural deeds
Do breed unnatural troubles. Infected minds
To their deaf pillows will discharge their secrets:
More needs she the divine than the physician.
God, God forgive us all! Look after her;
Remove from her the means of all annoyance,
And still keep eyes upon her.
So good night:
My mind she has mated, and amazed my sight.
I think, but dare not speak.
Good night, good Doctor.

Macbeth
William Shakespeare

Horror in a New Vein

Adventures involving undead player characters can be challenging to referee, but they offer both the Dungeon Master and player a role-playing experience that they are not likely to soon forget. Of course, many of the elements that make a *Requiem* game exciting are the same as those that make any role-playing adventure fun. Others, however, are not so obvious and will require a bit of extra effort on the part of the DM.

In the introduction to this book, a question was raised. "What's scary about being the vampire?" Now, we'll try to provide an answer to that question, which is at the heart of Necropolis and the entire *Requiem* campaign.

In the RAVENLOFT campaign setting, a great deal of attention was paid to the ways in which a Dungeon Master could enhance the feelings of dread and fear that mark a horror game. All of these factors still apply to games featuring undead PCs, although a little bit of interpretation may be in order.

Believable Horrors

Nothing is terrifying unless it is believable. Let's face it, an AD&D monster, no matter how dangerous or powerful, is nothing more than a collection of hit points, Attack Rolls, and other game statistics. What transforms these creatures, whether they be orcs and kobolds or vampires and ghosts, into frightening menaces is the way in which they are presented to the players. How is this done? There are many subtle techniques that can be employed to make the world of *Requiem* hit home.

Believing in Yourself

Much of what makes a fantasy-horror game different from a pure fantasy game is the care that the DM puts into detailing the settings, characters, and stories that the heroes encounter. This need not end with the facets of the game controlled wholly by the referee, however.

Players can do their part in making a *Requiem* game more horrific and dramatic by providing their characters with solid backgrounds. Even if the player is running a rotting zombie or a clattering skeleton, it must not be forgotten that this was once a living person. Indeed, that fact is perhaps the most important role-playing aspect of the *Requiem* setting. The sense of loss and tragedy that accompanies the death of any individual can only be compounded when that person is denied the proper rest of the grave. There is only one tragedy greater than death, and that is what the *Requiem* game is all about.

A player who takes the time to build a believable past for his character will find role-playing that persona easier and more fun. Such an effort aids the DM as well, providing him with a wealth of information upon which to base games and adventures. Ravenloft is as much a land of sorrow and tragedy as it is of dread and fear. By taking the time to consider the former, the latter becomes even more terrible.

Grim Reflections

There is nothing more horrific than a perversion of something warm and familiar. Gothic horror has always been built around this fact. Indeed, even modern slasher films recognize this, that's why they are usually set in safe, familiar places like suburbia or summer camps. In *Requiem*, however, this takes on an even greater importance.

The characters in a *Requiem* game are grim reflections of what they once were. Even if the surroundings that they travel through are familiar and comfortable, they themselves are strange and sinister. All the things they used to take for granted, from stopping in at the local pub to catching a cold, are lost to them forever. These things should not be absent from *Requiem* adventures, however. Every game should have at least one scene in it where the characters (and thus the players) are reminded of the things that are now denied to them.

Exactly how the characters react to this altered view of their world is a matter for the players to decide. Some may rebel against it, as the undead often do, lashing out at those more fortunate than themselves. Others may try to recapture what they have lost, building a mockery of a real life that serves only to re-enforce their sorrow.

Know Fear

Beyond the aspect of believability, there is a great deal that the Dungeon Master can do during play to make the playing of powerful, undead creatures both entertaining and frightening.

Isolation

This has always been one of the most crucial elements of any horror game or story. The first section of Bram Stoker's classic *Dracula* is perhaps the most horrific in the whole of the book, for we see a tormented Jonathan Harker utterly isolated from everything that gives his life meaning. He is in a foreign country where he speaks little of the local language, knows nothing of the local customs, and hasn't any idea where to turn for help. The situation becomes even worse when poor Harker is held against his will by the great nosferatu. Barrier upon barrier is added to drive home the fact that Harker is as isolated as any man could every be.

For all that he suffered, however, Harker was at least alive. *Requiem* characters are separated from all that they ever knew by the greatest of barriers: death.

How can this be emphasized in a game? There are many ways.

Just as a DM should try to engineer scenes in which the players are confronted with the fact that they are no longer a part of the living world, so too should the barriers that bar them from it be made clear to them.

Again, we can look to the early pages of *Dracula* for an example of this technique. Harker's host, the most powerful vampire in the world, was helpless to control his rage when he discovered his guest using a mirror to shave. Was this because Harker had seen that the Count cast no reflection in the glass? Certainly not. Dracula clearly thought so little of Harker that this revelation was insignificant. No, what enraged the vampire was the personal reminder that he was no longer a creature of the light.

Time and time again, the isolation of the undead can be brought home with scenes just like this. In the hands of a skillful DM, they can serve to give *Requiem* a truly tragic and dramatic feeling.

Keeping Bad Company

Of course, the most distinctive thing about a *Requiem* game is the simple fact that the player characters are drawn from the ranks of the undead. The players may feel that this is a new source of comfort and support. After all, would a roving pack of ghouls attack an assembly of other undead?

Well, as a matter of fact, yes.

To be certain, Necropolis is what its name implies: a land of the dead. At its heart is the city of Il Aluk, a grim place in which no living thing dwells. The fact that the PCs are dead, however, does not mean that they fit in here. All the dead and undead of Necropolis (and the rest of Ravenloft, as well) are subservient to Death, the lord of that dark domain. Even those who are free-willed come and go at his command. At least, most of them do. The player characters are able to resist Death's control. The other undead can sense the PCs' freedom, and resent them for it.

Exactly how this affects the player characters will vary from campaign to campaign. In essence, however, the Dungeon Master should think of it like this: all of the undead in Necropolis belong to a sort of secret society—a dead guy's club, if you will. The PCs don't belong to that club and aren't likely to join. After all, in doing so they would have to give up at least a portion of their free will and become not only villains, but NPCs.

So, not only are the PCs unwelcome among the ranks of the living, they aren't accepted by the dead either.

Old Friends and New Enemies

An excellent technique that referees of *Requiem* games can employ is building upon the backgrounds established for the characters—especially if the PCs were once heroes.

To draw another example from the pages of *Dracula*, consider the scenes early on in the book when Van Helsing is trying to show two of his eventual companions that there are such things as vampires. He does so by leading them to the graveyard where their departed friend, Lucy Westenra, has been stalking the night as a nosferatu. Much to the horror of the entire company, they travel to the crypt where poor Lucy was interred and confront her. When all is said and done, this has been a night of fear and terror for the would-be vampire hunters. All three of these men had grown to love Lucy in the days before she died—one of them was even her fiancee—and they were forced to drive a stake through her heart, cut off her head, and otherwise mutilate her body.

As terrible as this was for the heroes, however, it was certainly no picnic for Miss Westenra.

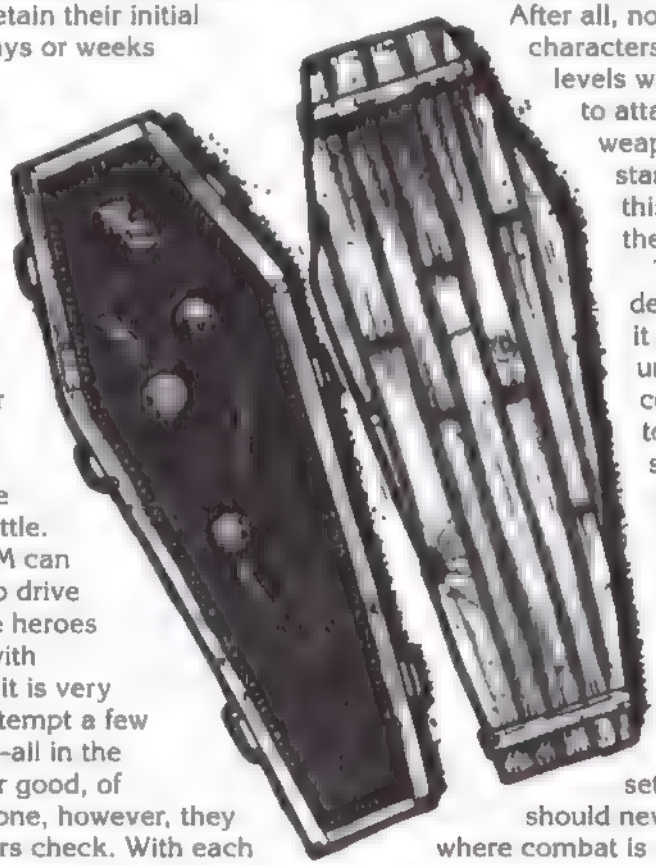
In most RAVENLOFT games, the PCs would be in the place of the vampire hunters. Their fear and horror would come from the dichotomy of innocence and evil embodied by Lucy Westenra. In a *Requiem* game, it's the other way around. The PCs are in the place of the hunted. With all their special powers and dangerous skills, they are still vulnerable. There are heroes in the world, whether they be chivalric paladins or scholars like Abraham van Helsing, who are skilled at laying to rest undead creatures. When they see a pack of ghouls or wights or spectres, they don't strike up conversations with them, they just set out to destroy them. It's their job—and they're often quite good at it.

Identity Crises

As mentioned in the chapter on alignments, negative energy has a corrupting influence on even the most noble of heroes. While they might retain their initial alignment in the days or weeks following their transformation into undead, they will begin to feel the effects of darkness on their spirits soon enough.

At first, they will be able to fight against their darker sides. Before long, however, they will realize that they are fighting a losing battle.

Of course, the DM can go out of his way to drive this fact home. The heroes can be presented with situations in which it is very easy for them to attempt a few minor evil actions—all in the name of the greater good, of course. With each one, however, they must make a powers check. With each failed check, of course, the hold that darkness has over the character is strengthened. Before long, the mistake that the player made in not having his character follow the straight and narrow path will become obvious. Of course, by then it might be too late.



Running the Game

All of the above techniques are dramatic and apply to the story-side of an adventure session. They might be called role-playing tips. What follows in this section are more like gaming tips. They're designed to give the Dungeon Master tips on how to use the rules—whether in this boxed set, the RAVENLOFT campaign setting, or the ADVANCED DUNGEONS & DRAGONS core rules—to best effectiveness.

Bigger, Badder Beasties

As a rule, the characters created by players for use in a *Requiem* campaign are going to be more powerful than those they whip up for a traditional AD&D game. After all, not many 1st-level AD&D characters will be able to drain levels with a touch, or be immune to attacks by non-magical weapons. At least from the stand point of game balance, this can be a big concern for the DM.

There are many ways of dealing with the problem (if it can be called that) of unusually powerful PCs. Of course, the one that springs to mind first is simply to step up the power of the opponents that these heroes from beyond the grave will be called upon to face. While this is perfectly acceptable to an extent, it must always be kept in mind that *Requiem* is a facet of the RAVENLOFT campaign setting. RAVENLOFT games should never be reduced to the level where combat is their most important factor.

Instead of relying upon creatures with more

hit points, higher magic resistance, or tougher attacks, look for ways to get more millage out of the ones that already exist. A good example of this can be found in Blake Mobley's *Feast of Goblyns*. The goblyns in that module were tougher than normal goblins, to be sure, but not so much so as to scare high-level adventurers. Instead, the goblyns had a unique attack that, while it wouldn't kill the average hero, was likely to leave them scarred for life. Similar tactics can be used against the living dead.

The Other Side of the Coin

This isn't to say that the heroes should be denied every chance to use (or even abuse) their powers. *Requiem* is a game, of course, and the object of any game is to have fun. Even the most ardent role-player enjoys letting loose with a powerful spell or springing into a good melee now and then. Every game ought to include at least one scene where the PCs are able to use their powers to do things that normal humans wouldn't be able to.

Besides the obvious fun that the players will have from using their supernatural powers, scenes like this serve to make encounters where things don't go as planned all the more frightening.

Turning the Tables

One last thing to remember is that the enemies of the undead are every bit as clever as the PCs. Keep in mind the favorite tricks and techniques that the players have used themselves when hunting vampires or other undead. When the player characters are next attacked, use their own techniques against them. Then, the next time that you play a more traditional game, use the tactics that they come up with to combat these enemies against them. Who knows, you might end up with the players supplying a constant chain of attacks and counter-attacks for future games.

Final Thoughts

There are moments when, even to the sober eye of Reason, the world of our sad Humanity may assume the semblance of Hel—but the imagination of man is no Carathis, to explore with impunity its every cavern. Alas! the grim legion of sepulchral terrors cannot be regarded as altogether fanciful—but, like the Demons in whose company Afrasiab made his voyage down the Oxus, they must sleep, or they will devour us—they must be suffered to slumber, or we perish.

The Premature Burial
Edgar Allen Poe

Designer's Notes

The rule book that you're now reading contains a great deal of information. As *Requiem* is an expansion of an existing game system, most of it has to do with the creation of player characters. We didn't have to devote pages of text to the detailing of combat mechanics, spell casting, saving throws, or that sort of thing—it was already covered in the AD&D game and RAVENLOFT campaign setting. Even with all that material removed from the book, however, there are limitations to what can be included in a 96-page book. In closing, then, I'd like to offer a few thoughts for Dungeon Masters about how they can take the material presented in this book and expand it to keep their campaigns fresh for years to come.

Rudolph van Richten

No one has done a better job of discovering the secrets of the undead (and other nefarious creatures) than the late Dr. Rudolph van Richten. To date, no fewer than eight volumes of lore have been published under his name detailing, among other creatures, vampires, ghosts, and liches.

Each of these books provides a Dungeon Master with detailed information that he can use to make his *Requiem* campaign different and exciting. Consider the first book in the series, *Van Richten's Guide to Vampires*, by Nigel Findley. In the pages of this book, Nigel put a great deal of time, effort, and thought into defining the problems that come with the curse of immortality that all nosferatu must endure. Many of the things he discusses in this book can be added to a campaign involving not only vampires, but all the corporeal undead. If there is a better book on vampires in role-playing games than this one, I have yet to see it.

The second book in the series, *Van Richten's Guide to Ghosts*, does much the same thing, but for the incorporeal dead. It focuses on the emotional and romantic aspects that set ghost stories apart from all other forms of gothic horror. From this book, *Requiem* Dungeon Masters can draw a wealth of information about how to script adventures involving tragedy, betrayal, and intrigue among the ranks of the spectral undead.

If this sounds like an advertisement, I'm sorry. The fact of the matter is, however, that these (and the other books in the series) will do wonders for any *Requiem* campaign. Besides, if you've bought this box, you probably own them already. Why not get some extra use out of them?

It's Been Done Before

Almost every role-playing game published has a suggested reading list, a suggested viewing list, or even a suggested listening list. This one is no different, really.

Fiction

In recent years, there have been a great many novels and movies in which we see life (or death) from the point of view of a vampire, witch, or other supernatural figure. Of course, the most famous author of this genre is Anne Rice, and her writings are essential reading to anyone who wants to run a role-playing game set on the wrong side of the grave.

There are, however, a number of other wonderful reference sources that players and referees of a *Requiem* campaign will want to examine. Among the best of these, at least in the designer's humble opinion, are Loren Estleman's *Sherlock Holmes vs. Dracula or The Adventure of the Sanguinary Count* and Fred Saberhagen's *Thorn*, *An Old Friend of the Family*, *The Dracula Tape*, and *The Holmes/Dracula File*. There is more than enough material in these books to keep a *Requiem* player or Dungeon Master happy long into the next life.

Television and the movie industry have also given us a few excellent efforts in this area. The first one that comes to mind is the classic series *Dark Shadows*, with its stylish vampire, Barnibus Colins. This show was popular when it was on the air and thrives today in syndication and at your local video store. Why? Because it does an excellent job of combining the best aspects of the traditional soap opera format (yes, there are good aspects to the soaps) with the eerie world of the undead and supernatural.

Another good source of ideas for adventures involving the dead and undead can be found in the four-color pages of comic books. Over the years, a number of comics have been produced in which the hero is a vampire or other undead creature struggling to combat his own darker side while he tries to come to grips with what has happened to him. A few hours spent going over the back issues at the local comic book

store can supply a DM with a wealth of new material for his campaign. Among the best titles are *Tomb of Dracula* (particularly issues 10–70), early issues of the original *Swamp Thing* series, *Deadman*, *Sandman* (especially the graphic novel, *The Doll's House*), *Dead World*, *Vampirella* (the new series), and *The Crow*. Of course, sometimes you will have to edit out men and women in tights.

Keep your eyes open, and you'll stumble upon many more sources of inspiration from authors, artists, and actors who have already laid the groundwork for your campaign. Wasn't that nice of them?

Non-Fiction

It has often been said that all Dungeon Masters are frustrated authors. Maybe that's true, or maybe all authors are frustrated Dungeon Masters. Whatever the case, there have been a number of very useful books written for authors that can make the Dungeon Master's work easier and his final results better.

An excellent book that will provide any *Requiem* referee with a great deal to think about when crafting adventures is *How to Write Tales of Horror, Fantasy, & Science Fiction* compiled by Writers Digest Books and edited by J. N. Williamson. It's hard to imagine how a Dungeon Master could fail to benefit from a book written by folks like Robert Bloch, Ray Bradbury, William F. Nolan, Dean R. Koontz, and Marion Zimmer Bradley. (Of course, the editor did leave *Dracula* off of the suggested reading list at the back of the book, but I've always assumed it was just an oversight).

Another wonderful book that was intended for authors but which every Dungeon Master should read is Ansen Dibell's *Plot*. This book is part of *The Elements of Fiction Writing* series put out (once again) by Writer's Digest Books. Other books in this series can be of help too, especially *Characters*, but *Plot* is far and away the best of the series. Read it through, then keep it handy whenever you start to outline an adventure.

Other RPGs

Requiem is obviously not the first role-playing game in which players are encouraged to assume the guise of what would traditionally be called monsters. I believe that the first game to do this was *Monsters! Monsters!* by Flying Buffalo Inc. In recent years, of course, there have been dozens of such games.

For the most part, those games are not gothic in flavor. They tend to be set in the modern world and have the characters entering a something of a punk-horror world. Having played in campaigns of several of these games, I can assure the reader that these are a great deal of fun.

Requiem, however, is a little bit different. After all, it is an ADVANCED DUNGEONS & DRAGONS game. The heroes are, for the most part, just that—heroes; they want to defeat evil and prevent themselves from turning into that which they have been battling. This doesn't mean that there isn't a great deal of information to be harvested from other role-playing games. A reference library of other horror games can't help but prove useful to any Dungeon Master.

Reading Between the Lines

Of course, the standard reading lists supplied with horror games can be valuable for a *Requiem* campaign as well. The thing to remember when reading/watching them, however, is to try to see things from the view of the monsters.

Earlier, I mentioned the novels *The Dracula Tape* and *Sherlock Holmes vs. Dracula*. In both of these books, we get an excellent look at what the Count himself is thinking. Indeed, in the former work, we see Van Helsing and his companions painted as blood-thirsty killers out to destroy a man who sees himself as the noble protector of an ancient land. Remember, the undead all have personal motivations.

Final Thoughts

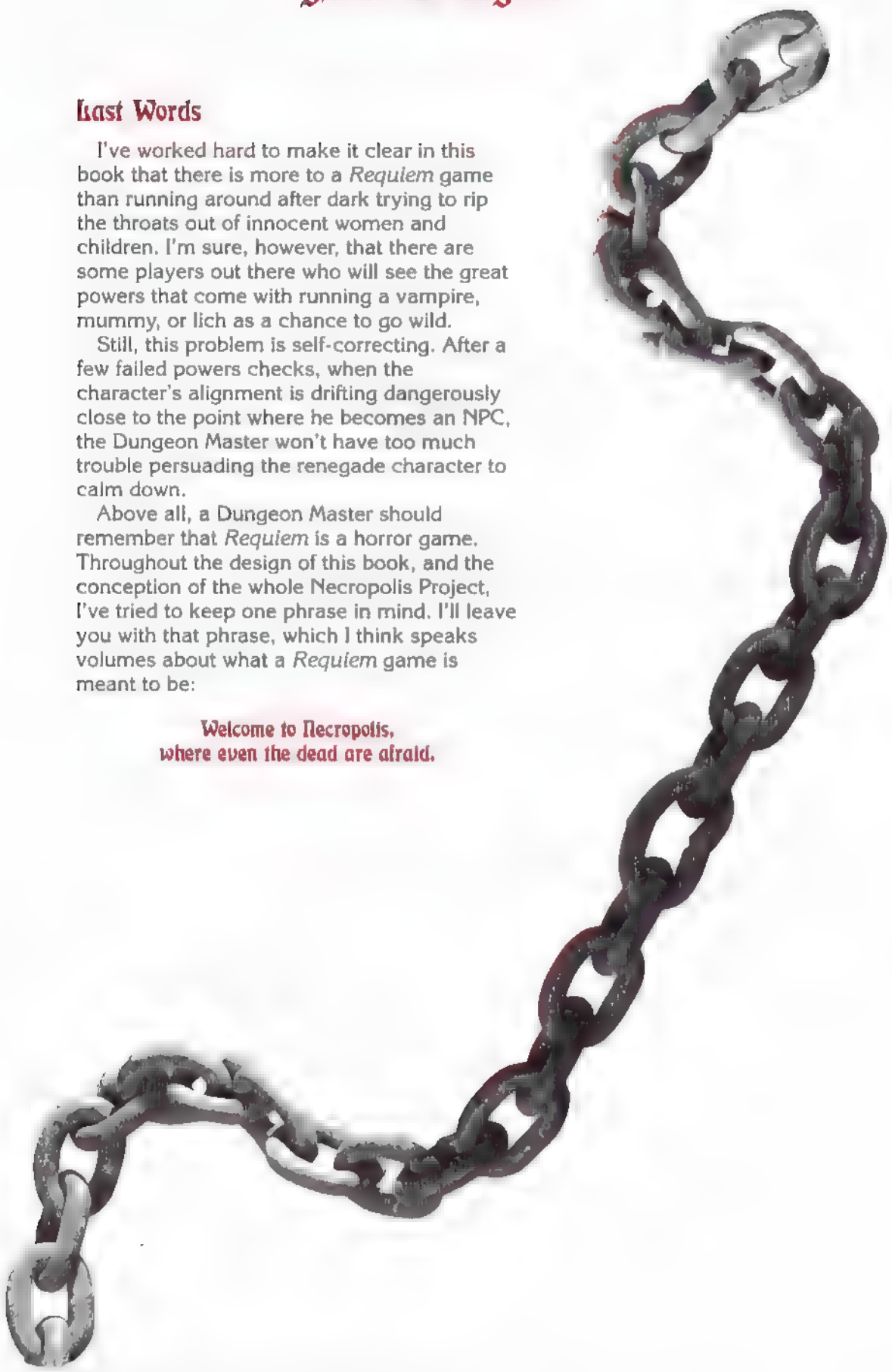
Last Words

I've worked hard to make it clear in this book that there is more to a *Requiem* game than running around after dark trying to rip the throats out of innocent women and children. I'm sure, however, that there are some players out there who will see the great powers that come with running a vampire, mummy, or lich as a chance to go wild.

Still, this problem is self-correcting. After a few failed powers checks, when the character's alignment is drifting dangerously close to the point where he becomes an NPC, the Dungeon Master won't have too much trouble persuading the renegade character to calm down.

Above all, a Dungeon Master should remember that *Requiem* is a horror game. Throughout the design of this book, and the conception of the whole Necropolis Project, I've tried to keep one phrase in mind. I'll leave you with that phrase, which I think speaks volumes about what a *Requiem* game is meant to be:

Welcome to Necropolis,
where even the dead are afraid.



Requiem Character Record Sheet

Character Name		Class
Current Alignment	Race	Level
Age & Sex	Height & Weight	Hair & Eyes
Cause of Death	Motivation	General Appearance
Distinguishing Features		

Hit Points	
Wounds Suffered	

Strength	
Dexterity	
Constitution	
Intelligence	
Widsom	
Charisma	

Melee Att		Wt. Allow.			
	Missile Att.				
HP Adjust					
				Spell Immunity	
				Spell Immunity	

Armor Class

Armor Worn	
Base Ac	Surprised AC
Shieldless AC	Rear AC
Other Defenses	

Attack Rolls	1	2	3	4	5	6	7	8	9	10
THAC0	1	-2	-3	-4	-5	-6	7	-8	-9	-10

Alignment Grid

		Lawful			Neutral			Chaotic		
		1	2	3	4	5	6	7	8	9
Good	1									
	2									
	3									
Neutral	4									
	5									
	6									
Evil	7									
	8									
	9									

Saving Throws

Paralysis Poison or Death	Rod Staff or Wand	Petrify or Polymorph	Breath Weapon	Magical Spell	Fear Check	Horror Check	Madness Check

Weapon Proficiencies

						Slots	Add'l	Penalty
Weapon Name	Weapon Type	Speed Factor	# of Attacks	Attack Adj.	Ranges S /M /L	Damage Adj	Damage vs S/M	Damage vs. L

Character Sketch

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Requiem Character Record Sheet

Character Name		Class
Current Alignment	Race	Level

Proficiencies

Proficiency Name	Slots	INT Adj Ability	Add'l Modifier

Racial & Class Abilities

Experience Points

XP Bonus	Next Level Goal

Equipment

Item Carried	Cost	Wt

Advanced Dungeons & Dragons

Through me you pass

into the city of woe:

Through me you pass

into eternal pain:

Through me among

the people lost for age....

Before me things

[illegible]

Eternal, and eternal I endure.

All hope abandon, ye who enter here.

— Dante Alighieri,
The Divine Comedy

Ravenloft

YOU STAND IN THE MIST OF RAVENLOFT

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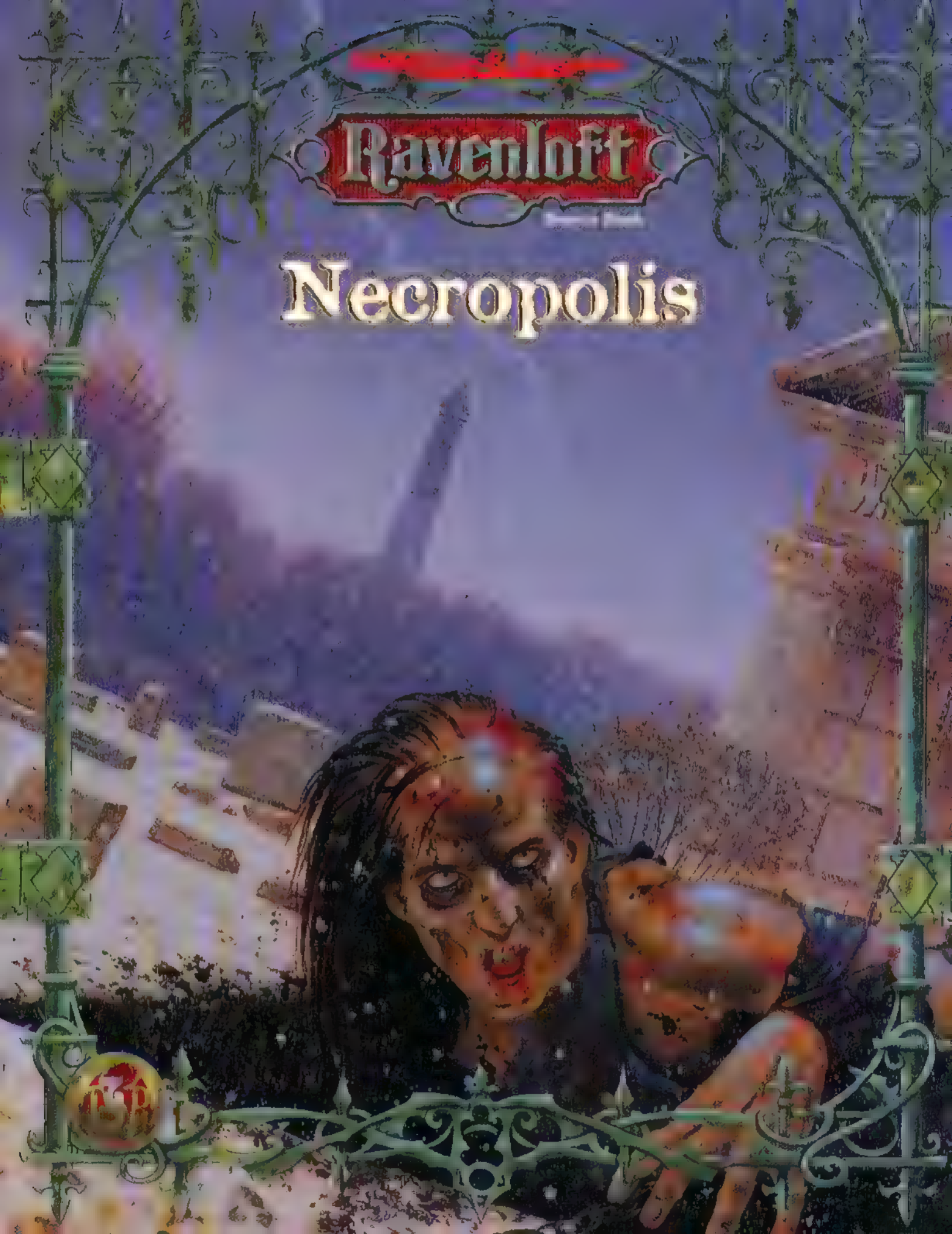
Ravenloft

Necropolis



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Introduction

Night came, but without darkness or repose,
A dismal picture of the general doom;
Where souls distracted, when the trumpet blows,
And half unready, with their bodies come.

John Dryden

The grim plans of Azalin, lord of Darkon, have come to fruition at last. No one fathoms the exact purpose of the *doomsday device* that the lich lord constructed at the heart of the Grim Fastness, or knows what became of Azalin after this device was activated. All that can be said for certain is that the domain he left behind was forever changed.

Now known as Necropolis, this domain is a realm that is ruled by the dead but still stubbornly inhabited by the living. At its center lies Il Aluk, a city that was scoured clean of every living thing by the wave of negative energy that swept forth when the *doomsday device* was activated. Ruled by the creature known as Death, Il Aluk is now home only to the ranks of the restless dead.

Il Aluk, both before and after its transformation, is described in the *Death Triumphant* adventure, as is the demilord known as Death. This companion book, *Necropolis*, describes the remainder of the domain, which has fragmented into six distinctive regions or "mini-domains" since the activation of the *doomsday device*. It looks at the prominent personalities that dominate each of the regions, details six creatures that are unique to Necropolis, and describes the domain's thirteen major towns and cities. In addition, a handful of "adventure seeds" are offered that can be developed by the Dungeon Master (DM) into adventures that will carry the player characters (PCs) beyond the events of *Death Triumphant*.

The Land

Ah! how dark
Thy long-extended realms, and rueful wastes!
Where nought but silence reigns, and night, dark night . . . .

Robert Blair

The activation of the *doomsday device* and the transformation of the domain of Darkon into the brooding and gloomy land now known as Necropolis wrought changes on both the landscape and the creatures that inhabit it. Although the borders of the domain remain the same, its core has been dramatically changed. The capital, Il Aluk, is now a city in which only the dead dwell. All living creatures that enter it are immediately drained of life by the powerful negative energy that pulses through its streets and buildings.

Outside of Il Aluk, the changes are more subtle. The land has altered slightly in appearance and atmosphere, and odd new creatures and plants are beginning to emerge. Weird phenomena are occurring in the cities, and in the wilderness the balance of the land and its waters is being upset. The closer one is to Il Aluk, the more visible these changes are.

Since the changes are so recent, the average person has yet to fully grasp their meaning or impact. Still, all agree that these disturbances are but a taste of what is to come.

The Regions

Necropolis is divided into six distinct regions. The dividing line between two regions may follow a natural shift in terrain (from mountains to forest, for example) or population (from an area dominated by elves to one settled predominantly by dwarves and gnomes, for example). These borders are not marked on any map but are recognized by the inhabitants of Necropolis, who define the regions by their geographic and racial makeup.

In each region, the wave of negative energy thrown off by the *doomsday device* has had a different effect. While the heart of Necropolis, Il Aluk, has been scoured clean of living things, the six regions were not so severely affected. Changes were wrought upon the landscape, and undead creatures came to the fore. Still, the living continue to be very much in evidence and much remains as it was before the events of *Death Triumphant*.

The Boglands

Before it reaches the city of Il Aluk, the Vuchar River flows through a low area between the mountains that lie to the south and a series of hills to the north. The result is a vast bog that is dotted with lakes.

The largest collection of lakes is known as the Great Salt Swamp. The water here is so saline as to be undrinkable, and the lakes are completely devoid of life.

The other large body of water is Stagnus Lake. In contrast with the Great Salt Swamp, this lake is filled with living creatures. The green scum that coats its surface is almost constantly heaving as they stir beneath it.

Despite the seemingly desolate nature of this region, the Boglands include the moderately sized city of Viaki. This predominantly human settlement was founded on the peat-cutting and reed-mat-weaving industries.

Those who venture into the bogs face a number of dangers. In addition to the poisonous creatures that inhabit the swamps, there are areas in which dangerous gases have built up. Some are flammable and explode when an open flame contacts them. Others are toxic when inhaled. Fortunately, local residents can readily recognize these gases by their characteristic odors and can steer visitors around them.

The wave from the Negative Energy Plane that swept across the domain when the *doomsday device* was activated, and the lesser wave of positive energy it pushed before it, had their effects upon the Boglands. The latter gave rise to a new form of mummy (see **Bog Mummy** on page 29), while the former tainted what little arable soil existed in this region. Root crops grown in the Boglands are disturbingly misshapen, giving rise to rumors that those who eat this produce will be somehow cursed. One harvest of carrots that had forked into humanoid shapes reminiscent of fiends nearly caused a riot. Much of the produce now is left to rot, seriously depleting the local food supply.

Forest of Shadows

Prior to the activation of the *doomsday device*, this was a region of lush forests that fed a thriving lumber industry. While there were dangers in the woods, in the form of wolf packs, bears, and the occasional lycanthrope, the foresters who worked here had, for the most part, little to fear.

Now, however, the forests have taken on a more sinister atmosphere. The woods seem filled with shifting shadows, tree branches hang heavy with the sticky webs of gigantic spiders, and the forest seems darker and more watchful than before. There is also talk of a strange new creature prowling the woods—a mobile, seemingly sentient tree that is as insubstantial as a shadow.

At several locations in the deepest part of the woods, foresters have discovered clearings in which up to a dozen large stones have been set in rough circles. It is said that on nights when the moon is full, the forest's werewolves perch on the rocks and howl at the celestial orb. The purpose of this eerie chorus is not known, but it is said that those who hear it cannot resist the call of the pack and are drawn into its circle.

The Vuchar River flows through the Forest of Shadows and on into the neighboring domain of Lamordia. Ever since the activation of the *doomsday device* and the transformation of Il Aluk into a city where no living thing can survive, the river below Il Aluk has been devoid of life. Dead fish float on its surface and the water has a sour, stagnant smell.

The Forest of Shadows has two major towns: Nartok, a cosmopolitan trading center where the merchandise of Necropolis is assembled before being shipped south into Falkovnia; and Rivalis, a halfling community. It is also the site of Castle Avernus, former home of Azalin. Since the lich lord's disappearance the castle is presumably empty, but none are brave enough to verify this fact.

The Jagged Coast

The portion of Necropolis that borders upon the Sea of Sorrows is a rugged stretch of wind-blown and wave-swept hills. The Jagged Coast has many tiny islands and secret coves and is the base for a number of illicit smuggling operations. It is rumored that pirates also pull into these hidden anchorages to bury their treasure on shore in elaborate, trap-laden caches.

In the north, close to the spot where the sea gives way to uncharted ocean Mists, is the thriving port of Martira Bay. The rest of the coastline, however, is a barren expanse of rock and scrub, its forbidding coast dotted with a handful of lonely homes and the rotting hulks of ships that were wrecked upon these shores. Tall tales are often told of ghost ships and eerie lights that hover above the waves and seem to be signaling to those ashore.

Aside from a stable area around Martira Bay, the geography of the Jagged Coast is constantly changing. The rock is porous and unstable, and large chunks are continuously breaking off and collapsing into the sea. For this reason, few homes are built close to the shore, and major roads detour inland through Il Aluk, rather than following the coast (this will obviously have to change given the transformation that has taken place in Il

Aluk). Even a walk along the shore is dangerous; the seemingly solid rock underfoot might collapse without warning at any moment, plunging unwary travelers into the chilling sea.

According to rumor, the coastline is being deliberately undermined by a race of underwater creatures that are jealous of land dwellers. Other rumors maintain that the entire region is breaking up in a prelude to the Hour of Ascension, when the living of the Jagged Coast shall be drowned in the sea.

The wave of negative energy that washed over Necropolis when the *doomsday device* was activated has made the sea gray and restless. Strange whirlpools, some up to a hundred feet in diameter, are wreaking havoc with shipping. Smaller fishing boats and rowboats have reportedly disappeared entirely in their gaping maws. The whirlpools form and dissipate without warning, making them impossible to chart. Despite the fact that those closer to shore have exposed the sea bed, no one knows what lies at the bottom of the whirlpools or what is causing them to appear.

The Mistlands

The northern and eastern fringes of Necropolis have no clear border; instead they are hemmed in by the Ravenloft Mists. This wall of chilling vapor is constantly shifting, sometimes by as much as a mile or two at a time. Like a gauzy curtain, it provides tantalizing glimpses of a land beyond Necropolis, perhaps beyond the Demiplane of Dread itself. Ruined structures of a vaguely elven design can often be seen just at the spots where the Mists begin to thicken.

The Mistlands comprise a thin strip of grassland whose vegetation was permanently scarred by the negative energy produced by the *doomsday device*. Large patches of grass have dulled to a grayish yellow and seem to whisper unholy secrets in the constant wind that sweeps across them.

Pockets of mist drift across the ground, hugging the low spots. Who knows what secrets lay hidden beneath them? Perhaps they hide the entrances to the underground lairs of the dark elves or goblins that plague this area.

One of the oddest geographical features of the Mistlands is its "sinkholes of silence." These vary in size from a few hundred feet to up to a mile in width. Inside, all creatures are affected as if they were the victims of a *silence* spell; no saving throws against this effect are permitted. These sinkholes are not permanent. They appear and vanish over the course of several days. Thus far, they have appeared only in the wilderness and not in any of the cities.

The largest body of water in the Mistlands is Lake of Lost Dreams. Icy cold and crystal clear, it is one of the purest sources of water in Necropolis. It has the reputation, however, of causing those who drink from it to fall into a deep, restless sleep that cannot be shaken off. In fact, this sleep is caused by creatures that emerge from the Mists whenever they shift close enough to the lake (see **Dream Stalker**, page 25).

The Mistlands contain three major towns: Neblus, the region's capital; Nevuchar Springs, near the mouth of the Vuchar River; and Sidnar, which lies along the Khoury River. All are populated primarily by elves, and the elvish culture dominates this region.

The Mountains of Misery

This region takes its name from the two peaks that dominate it: Mount Nyid and Mount Nirka. According to legend, the mountains rose up overnight in response to the sorrow of the dwarven people after two princes named Nyid and Nirka argued over who was to inherit the throne. Both were killed in the bloody war that followed.

The two peaks are volcanic cones that have lain dormant for centuries. Recently, however (ever since the activation of the *doomsday device*), a thin plume of sulfurous yellow smoke has been sighted over each. Combined with a recent increase in earth tremors, this has given rise to fears that the volcanos may be about to erupt. According to legend, when the mountains "cry tears of red," it will be a time of great sorrow for the dwarves.

The rest of the region is made up of jagged foothills through which a number of rivers and streams flow. Much of this area is unexplored and is home to monstrous races such as goblins and kobolds or to such outcasts as dark elves, darklings, and broken ones.

One of the more unusual geographic features found in the Mountains of Misery is a large body of water known as Lake Temporus. The lake is fed by water from an underground well and is the source of the Tempe River. Those who have visited the lake report a strange effect; all around its shore are animals that stand utterly still with their mouths lowered to the water as if to drink. These creatures seem to be frozen in time.

Another unusual body of water is known as the Foaming River. It is as hot as a bath and is filled with the bubbles of volcanic gases that rise from cracks in its riverbed.

The wave of negative energy thrown out by the *doomsday device* affected both the landscape of the Mountains of Misery (awakening the volcanos) and the creatures that call it home. Ghostly forms have been sighted in the air near Mount Nyid and Mount Nirka. It is rumored that these are the mounts the dead will ride when they return to try and push the living from this land.

Gold, silver, and gem mining are the primary activities of the Mountains of Misery, and two mining towns have sprung up as a result: the dwarven settlement of Tempe Falls; and the gnomish community of Mayvin. Corvia, a dwarven city that lies on the route to Il Aluk, is a larger settlement, dedicated to the crafting of items from silver and gold.

The Vale of Tears

One of the most prominent geographical features of Necropolis is the Vuchar River, a broad, silt-laden flow that has carved a fertile valley that is perfect for farming. Occasionally the river overflows its banks, but these floods bring necessary replenishment to the land. The river also serves as a highway for boats that carry produce throughout the region.

Originally known as the Vuchar Valley, this region now is referred to as the Vale of Tears. Ever since the activation of the *doomsday device* and the transformation of Il Aluk into a city of the dead, boat traffic along the Vuchar River has come to a sudden halt. Vessels that enter Il Aluk's canals emerge with a crew of corpses; not even the rats in the hold survive. Cut off from their markets, the farmers of the Vale of Tears now must watch in sorrow as their crops rot in the fields.

The major cities in this region include the human settlements of Karg and Maykle, and the halfling fishing village of Delagia. The remainder of the Vale of Tears is dotted with scattered farms.

Ever since the activation of the *doomsday device*, strange creatures that no one can see have been burrowing through the soil and destroying the crops. There have also been infestations of particularly vile-tempered wasps and hornets.

In addition, the Vuchar River is behaving strangely, rising and falling regularly as if were a tidal sea and carrying silt that is a dark red in color. The more imaginative compare the river to a blood-engorged vein that ebbs and flows with the pulse of the land. More sensible folk speculate that the changes may be the result of a dam that has been built somewhere upriver, perhaps beyond the border of the Mistlands.

The Vale of Tears also includes small patches of forest, orchards that have long since returned to a wild state. Few farmers enter these woods despite the bountiful harvest of fruit that could be plucked from them. According to legend, these wild orchards are inhabited by feral humans who shift into animal form (lycanthropes) and "little folk with fangs" (gremishka) that prey upon children who stray into the woods.

The Cities

Although any resident of Necropolis who came to this land more than three months ago fervently believes that he has always lived here, in fact the population of this domain originated on a variety of vastly different worlds. Its cities thus exhibit a series of different architectural styles and flavors, and each has a different racial mix.

Since the activation of the *doomsday device*, strange and evil forces seem to be at work in the cities. A number of prominent landmarks are exhibiting changes that seem to be omens of a great evil that is coming. There seem to be signs everywhere that the Hour of the Ascension is at hand.

Corvia

The northwestern corner of the Mountains of Misery contains an unusual form of terrain. Rising up from the ground like gigantic pillars are a series of natural rock formations several hundred feet in height.

These towers of stone have been hollowed out by the enterprising dwarves of Corvia, who have turned them into natural apartment blocks. These structures now house some 4,000 residents. They also serve as workshops and storehouses; Corvia is the city in which the gold, silver, and gems mined in the Mountains of Misery are turned into craft items. Jewelry, dinnerware, coins, and trinkets are all produced here then shipped to distant marketplaces elsewhere in Ravenloft.

The transformation of Il Aluk into a city of the dead has disrupted these shipments. If the trade is to continue, a new road will have to be cut through the Forest of Shadows or the Boglands to re-establish contact with Rivalis, Martira Bay, and Nartok.

The earth tremors that began after the *doomsday device* was activated have caused serious cracks in a number of structures in Corvia. Entire apartment blocks have been declared unfit for habitation, and hundreds of families have had to move. There is terrible overcrowding as a result.

One of Corvia's landmarks is the Whistling Tower. This pillar of glossy, black, volcanic stone proved too porous to turn into a dwelling, and so was left in its original condition. When the wind blows, natural tunnels in the rock emit a strange and mournful whistling noise. According to legend, the Whistling Tower sings its dirge whenever someone is about to die. The fact that it has not ceased whistling since Il Aluk was transformed into a city of the dead is considered to be of grave import; perhaps Corvia will be next.

Delagia

Delagia is a small fishing village, population approximately 1,500, located in the eastern half of the Vale of Tears. More than three-quarters of the residents are halfling, but there are also a smattering of humans and elves.

Actually built on Lake Korst, Delagia is significantly different from most halfling villages. The homes are rounded like halfling burrows, but are made of intertwined sticks and are built on foundations that rest on the lake

bottom itself. More than anything else, these structures are reminiscent of beaver dens.

These oddly shaped homes are connected by a series of woven wooden "fences" that extend down into the lake water, forming reefs for the fish that the Delagians raise. Atop each of these fences is a wooden boardwalk that serves much the same function as a narrow city street. These rough plank walkways are designed to bear persons of up to human weight and can accommodate the hand carts the halflings use to carry their fish-harvesting gear and other supplies.

Lake Korst is warm enough to swim in year-round, due to the hot water flowing into it from The Foaming River. At the edge of Delagia, where the water is deepest, the halflings have constructed a number of diving platforms. High-diving competitions are held regularly, with prizes for style and showmanship (diving by night while holding lit torches, for example), and the entire city turns out to watch.

When the wave of negative energy sent out by the *doomsday device* passed over Lake Korst, fish in the corals were seen to jump in agitation, but they quickly settled down again. Recently, however, large holes have been appearing in the town's underwater fences, seemingly made by the jaws of a powerful predator. Speculation is rife as to the nature of the creature that is feeding upon the fish stocks of Delagia, but none have actually seen it.

Karg

Karg is a city of 8,500 persons, made wealthy through the bountiful produce of the surrounding farmlands in the Vale of Tears. Just over half of its population is human, but the city rivals Nartok in terms of its cosmopolitan atmosphere and open-air marketplaces.

The most prominent buildings in Karg are its granaries, vast silos in which wheat is stored. Karg is also known for its breweries; the smell of hops and fermenting barley hangs over the city at night.

The largest building in Karg is only spoken of in whispers. It is the chief prison of the Kargat secret police and is simply known as the Black Hole. Many unfortunate wretches have entered this cold, black-bricked building never to be seen again. Only the occasional muffled scream gives any indication of the tortures inflicted behind these walls.

Karg also boasts one of the largest Eternal Order temples outside of Il Aluk. Known as the Church of the Sorrowful Dead, it is famed for its interior murals, which are done in shades of black and ash grey. All depict the sorrows of the dead at having had their land usurped by the living. They are a reminder to the populace of the necessity of keeping the faith if the Hour of Ascension is to be kept at bay.

Martira Bay

Martira Bay began as a small fishing village and now is home to 10,000 residents. More than half are human, but the city is truly cosmopolitan, a center of trade and commerce. It is dominated by three guilds (the merchants', traders', and weavers' guilds) although a fourth guild (the bards' guild) is the power behind the scenes, being a front for both thieves and officers of the Kargat.

Martira Bay is noted for its ship building and textile industries. Its residences range from squalid slums near the waterfront to opulent mansions high on the hillside with views of the bay. It is divided into eight "quarters": the Waterfront with its docks and taverns; the West District with its shipyards and slums; the Guild Quarter with its craft shops; the North District with its carpet and textile mills; the Merchants' Quarter with its marketplace; Government Square; the East District with its mansions; and the South District with its middle-class homes.

Landmarks include the Black Tower (home of Baron Metus, a well-known local philanthropist, that is located in the West District), the Government Palace, and the Temple of Eternal Balance (both in Government Square).

Maykle

This riverside community of 2,000 people grew up around a natural harbor on the Vuchar River. More than half of the folk who live here are human, although a large number of elves and halflings have settled here in recent years as well.

Maykle is a transfer point for the produce grown in the Vale of Tears, which is shipped out of the region by riverboat. With the closure of the river at Il Aluk, the people of Maykle have lost this source of livelihood. Ships sit idle in the harbor as produce rots on the docks.

Maykle has the dubious distinction of being home to one of the largest sanatoriums in Necropolis. The Clangor Asylum houses more than 100 tortured minds from around the domain. Its doctors are said to give the latest in care, but more than a few of them are quacks whose strange "cures" cause more suffering than the original malady.

The presence of the sanatorium has given rise to the expression "mad as a Maykleman." It is true that many in this town are quite eccentric. Some blame this on "river gas," noting that odd-smelling bubbles from the Foaming River can sometimes be seen in the Vuchar. Others claim that invisible imps are whispering odd suggestions in residents' ears.

Mayvin

This small, predominantly gnome settlement originated as a gold and silver mining camp of five families. Today, Mayvin is home to 1,500 people. The majority are gnomes, but there are a large number of dwarves as well.

Mayvin encompasses a number of odd architectural blends, for gnomes are fond of experimentation. Many of its buildings are quite whimsical in design with elaborate towers, oddly shaped windows, sculpted archways, geodesic domes, and inverted pillars. A number have secret passages or trick doors and all are filled with strange "labor saving" devices that, more often than not, actually increase the household's workload.

At the center of Mayvin stands an elaborate structure known as the Clockworks. Crafted from wood and filled with silver cables, it is a gigantic cuckoo clock. Massive bells peal out the hour while carved wooden statues go in and out through doors in an elaborate, mechanical dance.

Recently, the Clockworks have been failing to keep the correct time and the faces of the wooden statues seem to have taken on sinister expressions. One or two of the statues have disappeared, prompting rumors that they walked away after somehow being animated as golems. The more sensible citizens of Mayvin, however, believe that the statues were just stolen by pranksters.

The largest building in Mayvin is the Patent Hall. Here gnome tinkerers "register" their inventions by installing fully functional scale models of them. Most of the devices have to do with the mining trade; there are any number of weird machines and ovens designed to crush rock or to refine ore more efficiently. The hall is thus quite hot and noisy, since all of the devices on display are continuously in motion.

Like the Clockworks, the Patent Hall has had its problems recently (ever since the activation of the *doomsday device*). A number of the models have inexplicably stalled, then started up again when they were being inspected and repaired, in some cases causing serious injuries. Although it is not unusual for a machine to have a "mind of its own," these devices seem to have become quite malicious of late. Either that or there is a poltergeist at work in the Patent Hall. Perhaps it is the spirit of a gnome whose invention was stolen.

Nartok

Nartok is a moderate-sized city, home to a population of 7,500. More than half of these are human, although there are a fair number of elves, dwarves, halflings, and gnomes living in the city as well.

Nartok lies at the edge of a vast forest and is supported by lush farmland to the north. It is both sprawling and cosmopolitan, with several marketplaces, a variety of architectural styles, and a number of "ethnic quarters" that various racial groups have claimed as their own.

One of the most prominent buildings in the city is a temple operated by the Eternal Order. Something strange happened there recently, however, and now the temple stands empty. (The temple and the events that unfolded inside it are described in the adventure *Death Ascendant*.)

Nartok is famed for its lumber industry and has an entire quarter devoted to sawmills and carpentry shops. Its dwarves have

turned their hands from stone to woodcarving and have erected a number of monumental wooden arches over key intersections of the city.

The wave of negative energy thrown out by the *doomsday device* weakened these arches. A number have collapsed, in one case killing a prominent city official. Infuriated by accusations of "shoddy construction techniques," the dwarves are vigorously fighting a recent council order that the remaining arches be torn down.

Neblus

Neblus is the most cosmopolitan of the "elven" towns of the Mistlands; of its population of 2,000, only half are of pure elf stock. The rest may claim to have elf blood and may speak the language, but are actually primarily of human descent.

Neblus lies on the Nezron River, near the Mists that form the ever-shifting northern border of Necropolis. Its streets are almost constantly cloaked in fog. Only rarely does the sun shine; gloom and rain are the norm.

Neblus was built on the site of an ancient burial ground, and stones from this graveyard were used in its construction. Cherub heads peer out from walls and the streets are made of carefully fitted gravestones. According to the locals, "by keeping the dead underfoot, we can prevent them from rising to claim our city."

The largest building in Neblus is the Shrine of the Spirits, a domed temple of the Eternal Order. Its stained glass windows were once colorful, but turned a dull, smoky black when the wave of negative energy thrown out by the *doomsday device* passed through them. According to rumor, the lighter streaks in the glass are the forms of ghosts who watch over the religious services to ensure that the dead are properly honored.

Nevuchar Springs

This town of approximately 1,000 residents lies in the northwestern corner of Necropolis, near the spot where the Vuchar River emerges from the Mists. Predominantly elven, it was laid out around a series of natural hot springs.

The center of town is dominated by the Baths, an elaborate building of soaring pillars and marble tiles. Inside are a series of public bathing pools.

In the past, patrons from across Darkon traveled to this spa to receive therapeutic soaks in mineral water that was reputed to speed natural healing. Since the triggering of the *doomsday device*, however, the pools have begun to silt up with foul-smelling mud. Their healing properties seem to have vanished and, indeed, there are rumors that the baths now have a detrimental effect upon their patrons. The owners of the baths are going to great lengths in an effort to suppress these rumors and preserve their livelihood. Several recent beatings may have been their handiwork.

Two other major buildings in Nevuchar Springs are the Riverview Rest, a large inn situated on a bluff that gives a view of the Vuchar River, and the Library Pharmacologae, a collection of medical texts compiled by elf scholars. Recently a number of guests at the Riverview Rest have suffered terrible nightmares; a bastellus may be stalking the inn. At the library, a number of texts have been discovered to be tainted by the inclusion of necromantic passages. No one knows if the scribes themselves are to blame.

Rivalis

Located on a grassy plain between two large lakes, Rivalis has 5,000 residents, three-quarters of whom are halfling. The town originated as a collection of sheep and goat farms, due to the area's excellent pasturage, but grew rapidly through trade since it lies on the main road to the neighboring domain of Lamordia.

Most of the buildings in Rivalis are of typical halfling construction—cozy, hollowed-out earthen mounds with round windows and doors. There are also some log cabins, built by humans who work as foresters in the nearby woods. Nearly every home has a flower garden; in summer, Rivalis is a profusion of color.

The town's major landmark is the Crystal Garden, a gigantic greenhouse in which rare plants and flowers are grown. This building is surrounded by an extensive rose garden; the roses are exported as cut flowers and are also used in the manufacture of perfumes.

The other major structure of note in Rivalis is the cheese factory. Employing dozens of halfling workers, it produces a wide range of flavored cheeses.

The wave of negative energy thrown out by the *doomsday device* has taken its toll on this industry. Many of the goats pastured near Rivalis are producing sour milk, and the cheese is suffering for it. Fortunately these goats can be identified by the fact that their horns have twisted into odd shapes.

In the Crystal Garden, strange plants are sprouting. A yellow musk creeper seedling was recently found, as well as tiny, writhing vines that resemble immature choke creepers. The plants may be spontaneous mutations or they may have been planted here deliberately for some evil purpose.

Sidnar

Located on the banks of the Khoury River, Sidnar lies several miles inland of the Ravenloft Mists yet is included in the Mistlands due to its predominantly elf population. Home to 1,000 people, this town is best known for the massive stone bridge that leads to it. The Brooding Bridge is made of dark granite and is festooned with gloomy sculptures, some of them rumored to be sentient gargoyles. There are also persistent rumors of secret passages and rooms within the structure of the bridge itself.

The Brooding Bridge is ancient, predating the town to which it leads. Some speculate that it may have been transported magically to Ravenloft as a result of its tragic history, for the bridge bears several plaques carved in the elvish script and dedicated to those who met a sudden end by falling from its heights.

A tall tower at the center of Sidnar is the town's main landmark. The tower has a solid core (although rumors persist of secret passages, none have been found) with stairs spiralling around the outside to an observation platform at the top where elf astronomers have set up telescopes. Well versed in the prophecies of the Vistani, these Omen Watchers observe the stars for auspicious signs. Their work was closely monitored by Azalin and helped him to determine the ideal moment for activating the *doomsday device*.

Tempe Falls

This small mining settlement is home to 2,500 inhabitants, most of them dwarves. It is a rough and ready town of stone buildings, perched on the edge of massive cliffs that overlook the Tempe Falls. This waterfall marks the end of the navigable portion of the river, and is a spectacular sight, filling the air with a spray that creates colorful rainbows on sunny days. Recently, however (since the activation of the *doomsday device*), the rainbows have disappeared. Now ghostly, twisting shapes can be seen in the misty spray.

Tempe Falls is approached by two massive suspension bridges made of rope and wood. Each is wide and strong enough to permit the passage of heavily laden horse-drawn carts, and each is for one-way traffic only.

The residents of Tempe Falls make ample use of the nearby river. A series of raised stone aqueducts runs through the town, delivering fresh water to every home. Waterwheels along these aqueducts provide the power needed to grind and crush the ore-laden rock so that gold and silver can be removed from it.

At the center of town is a fountain known as Dizard's Sorrow. It is lined with ornate stone sculptures and is quite beautiful, but a pall of sorrow seems to cling to it. The fountain was named for the miner Dizard, who spent so much time away prospecting that he never had the opportunity to watch his children grow up. At last realizing the folly of placing wealth before family, Dizard drowned himself in the fountain. His ghost is said to haunt it still.

Another prominent landmark is Geraldine's Gem Emporium. The shop specializes in selling figurines that have been carved from the region's precious gems.

Viaki

Although it has a population of 8,000, Viaki has the appearance of a rural community. It sprawls over a large area of grassland, occupying the only land dry enough to build upon in the marshy Boglands.

Most of the buildings in this rambling community are simple sod-and-thatch huts that are surrounded by small plots of arable land. The inhabitants are predominantly human and overwhelmingly poor. They work at simple trades, cutting and drying the peat that is used for fuel and weaving mats and baskets from reeds.

At the center of Viaki, along the main road that bisects the community, a number of larger buildings have been constructed in an effort to entice moneyed visitors to stay overnight in this impoverished community. These include ramshackle inns with dirt floors and several "amusement houses." Among these are a museum that displays odd creatures found in the marshes preserved in pickle jars, a rickety merry-go-round with carved wooden frogs instead of horses, a theatre in which the Peatcutters' Chorus performs nightly, and a tea house in which "Vistani" tell fortunes (actually local residents with no real skills pretending to prognosticate).

Crookbacked he was, toothshaken, and blear-eyed,
Went on three feet, and some he worn with age;
His withered fist still knocking at Death's door,
Fumbling and drivelling as he draws his breath,
For brief, the shape and messenger of Death.

Thomas Sackville, Lord Buckhurst

Strange and terrible are the characters who have risen to prominence in the domain of Necropolis. They do not fear the death and decay that surround them, but instead sup upon the suffering these create, savoring the agony of their fellow creatures like a fine wine.

Those who dominate each of Necropolis's six regions take many forms. Some have risen from the dead, while others are living creatures whose twisted desires and gruesome schemes gave them dominance over their fellows. The two things that all have in common, however, are an evil nature and unswerving loyalty to the master of Il Aluk, the creature of shadow and bone known only as Death.

Trillen Mistwalker

The Mistlands are a region bordered by a vast, mist-shrouded landscape that has long defied all efforts to penetrate its secrets. Although Trillen Mistwalker died decades ago, his ghost continues to be obsessed with discovering that which lies hidden by the Mists. This determination has caused him to become well known, if not well liked, by the people of Nartok; he now is one of the dominant personalities of the Mistlands.

Appearance

At first glance, Trillen is not recognizable as a ghost. So well preserved is his ethereal form that the people of Nartok do not realize him to be one of the undead.

Although he is incorporeal and able to pass through solid objects, Trillen's body is neither translucent nor transparent. It appears as solid as that of a living creature. The only clue to the fact that he is a ghost is that his clothes are decades out of date.

Trillen has pale skin, delicately pointed ears, and auburn hair. His eyes have a feverish glow, and his face is set in a strained expression. His clothes and boots appear dirty and travel-worn, and he holds a walking stick in one hand.

Background

The Mists that border Necropolis, and the haunted ruins they contain, have long been a source of fascination for the elves of the Mistlands. Decades ago, a young elf by the name of Trillen Mistwalker ventured alone into the Mists and made a momentous discovery in a ruined tower. Returning to Nartok, he organized an expedition to return to the site but was unable to locate the tower a second time. He would not listen to reason and continued his quest, squandering his money and forcing his young brother Yrilstin to accompany him on the expedition. The frail Yrilstin died during the arduous journey.

Trillen's obsession with finding the ruin and his grief over

his brother's death eventually drove him to madness. He died, destitute and raving, a few years later. Such was his force of will, however, that his spirit remained behind.

To this day, none know what Trillen found in the Mists. Some speculate that it was a vast treasure, others that it was an ancient library or other font of knowledge. Still others believe it to be a portal that leads from the Demiplane of Dread to an elven land of great beauty.

Current Sketch

Trillen continues to be obsessed with finding the ruined tower, despite the fact that he can no longer remember what it contains. Over the decades since his death, he has organized several expeditions into the Mists. Most of the participants are killed or driven mad by the horrific creatures that they encounter there, and thus no one of sound mind will volunteer to accompany him. Still, there are always enough dreamers and people desperate for instant wealth to risk their lives on a fool's quest. Also, Trillen can be very, very persuasive.

Confronting Trillen

3rd Magnitude Ghost, Neutral Evil

Armor Class	–2/4	Str	9
Movement	9	Dex	12
Level/Hit Dice	8	Con	10
Hit Points	39	Int	16
THAC0	13	Wis	13
No. of Attacks	1	Cha	13
Damage/Attack	1d8		
Special Attacks	keening		
Special Defenses	+2 magical weapon to hit		
Magic Resistance	90% resistance to charm spells; 30% resistance to all other spells		

Like all ghosts, Trillen can become invisible at will. He is also able to rejuvenate to full hit points at any time. This leaves him unable to take any action for three turns afterward, however.

Trillen can cause wounds with a touch, inflicting 1d8 points of damage. The white blemish left by this attack also causes the victim to lose 1 point of Charisma. The afflicted area will later ache any time the victim ventures into fog or mist.

Trillen can keen twice per day. His keening sounds like hysterical laughter and produces a unique effect. Rather than causing instant death, it forces those within 30 feet of him to make a madness check (a saving throw vs. paralyzation). Those who fail are driven mad for 1d4 hours. Those who succeed merely suffer the effects of the spell *Tasha's uncontrollable hideous laughter* for 8 rounds.

Special Abilities: Trillen has an innate ability that duplicates the *charm person* spell. He can use it to charm up to 16 Hit Dice of characters at a time. He uses this ability to persuade unwilling or wary individuals to join his expeditions.

Weaknesses: If struck by holy water, Trillen suffers 1d6 points of damage. He can be turned, but clerics suffer a –1 penalty to the attempt.

Any object associated with the burial of Yrilstin could be used as a powerful tool against Trillen. An object from Yrilstin's grave would serve as a natural allergen that would drive the ghost away, for Trillen is still unable to deal with his guilt over his brother's death. Unfortunately, Yrilstin's tomb vanished long ago, although his gravestone just might be one of those that pave the streets of Nartok.

Glennis McFadden

Life is hard in the Boglands. But the people of this region take comfort in the fact that they can always turn for help to Glennis McFadden, an eccentric old lady with a knack for brewing up herbal remedies and for offering comforting counsel to troubled folk. Unfortunately, Glennis is not what she seems. This green hag forsook her dismal abode in the swamps and moved into the heart of the community of Viaki to exact a slow and deadly revenge upon those who once wronged her, but who now trust her with their very lives.

Appearance

Glennis never lets herself be seen without first casting a *change self* spell. While under its influence, she appears to be a kindly old woman with white hair and a wrinkled face, dressed in a plain peasant dress.

In fact, Glennis has green hair, eyes that glow with a strange, amber light, mottled green skin the texture of tree bark, and fingers that end in hooked, black talons.

Background

Glennis once belonged to a covey of three hags who lived on the shores of Stagnus Lake. Several years ago, a group of townsfolk from Viaki set out to put an end to the depredations of the hags, who had killed or imprisoned a number of peat cutters and reed gatherers. These vigilantes managed to kill two of the hags, but Glennis escaped by diving into Stagnus Lake.

Plotting her revenge, Glennis moved in among her enemies, settling in Viaki. Over the years she has ingratiated herself to the local population by posing as a kindly healer and giver of advice. She is now respected as one of the town's elders and is often consulted by the town's two guild councils.

Current Sketch

Glennis has been working behind the scenes for years to build up an army of loyal minions. Every evil creature in Viaki that is capable of passing itself off as a normal human now reports to her and slavishly follows her orders. Among her cadre are dopplegangers, wererats, and darklings. These minions are directed to attack her enemies, both those who cross her and those who have come too close to discovering her true identity. On the surface, these attacks seem to be the random work of monsters and madmen; there is never anything to connect the attacker with Glennis.

Glennis's ultimate goal is to enslave the people of Viaki and bend them to her will. She can then invite two hags from outside the region to join her and be part of a covey once more.

Confronting Glennis

Green Hag, Neutral Evil

Armor Class	–2	Str	18/00
Movement	12, Sw 12	Dex	14
Level/Hit Dice	9	Con	16
Hit Points	49	Int	12
THAC0	12	Wis	16
No. of Attacks	2	Cha	9
Damage/Attack	7–8/7–8		
Special Attacks	spells		
Special Defenses	spells		
Magic Resistance	35%		

Glennis uses trickery and stealth to snare her victims. She lulls them into a false sense of security, if necessary slipping them a *potion of human control* that she brews up as a pot of "tea" or casting a *weakness* spell upon them. She drops her disguise only at the last moment, gaining surprise, and rends with her talons. Her attacks are made with a +3 bonus due to her massive Strength. Each successful hit inflicts 7–8 points of damage. If cornered, she uses an *invisibility* spell to get away.

Glennis has senses that are vastly superior to those of the average human (including infravision to 90 feet) and can only be surprised on a roll of 1. When in her true form and in a swampy setting, she imposes a –5 penalty on opponent's surprise rolls due to her natural camouflage and ability to move with absolute silence.

Spellcasting: Glennis can cast the following spells at will, one spell per round: *audible glamer, change self, dancing lights, invisibility, pass without trace, speak with monsters, water breathing,* and *weakness* (a reversed *strength* spell). Each is employed at a 9th-level ability.

Magical Items: Glennis is an expert in the brewing of potions. At any given time she has 1d6+6 different potions stashed in cubbyholes around her hut. The "herbal remedies" she most commonly brews up include: *elixir of health* and *potion of healing* (given to the injured and ill in an effort to ingratiate herself to the inhabitants of Viaki, although often she will hand out a *potion of delusion* instead); *potion of clairaudience* and *potion of clairvoyance* (used to spy on her neighbors); *potion of human control;* and *potion of undead control.* She is also an expert in the manufacture of poisons.

Weaknesses: Glennis's one weakness is her arrogance. She is confident that no one in Viaki knows her true identity, but she is wrong. One of the "Vistani fortunetellers" in the Viaki tea house, a local woman by the name of Isha Goldtree, has seen Glennis's true form. Unwilling to confront the green hag herself, Isha uses her fortunetelling sessions to hint that all is not as it appears. She hopes that an adventurer will understand her hidden message and will remove the green hag from her community.

Galf Kloggin

There is no man so treacherous as a thief, and no thief so treacherous as one with the mind of a rat. The Forest of Shadows is home to a wererat who works behind the scenes, trying vainly to sate his greed and leaving his bloody pawprints on more than one innocent victim.

Appearance

In his primary form, Galf appears to be a normal halfling. He is a little on the thin side and has a scraggly moustache which he strokes nervously with one hand. His eyes are somewhat watery and blink incessantly, and his fingernails are often crusted with dirt.

Galf can assume the form of a giant rat approximately two feet long. He takes this form when he wants to travel unobtrusively or spy on his enemies.

Galf's other form is a blend of halfling and rat. In this form he has the head, tail, and forelimbs of a rat, but the lower torso and legs of a halfling.

Background

Galf Kloggin was born and raised in Rivalis, but was an outcast most of his life. Teased by the other children due to his small size and nervous mannerisms, he grew into a bitter young man who made his way in the world by thieving from his neighbors. His only companions were his pet rats, which he allowed to roam free in his home, much to his neighbors' disgust.

Several years ago, Galf fell in love with a young halfling woman named Vitra who had shown compassion for him when they were both children. Vitra gently but firmly rejected Galf's advances, since she felt pity for him rather than love. She later married another.

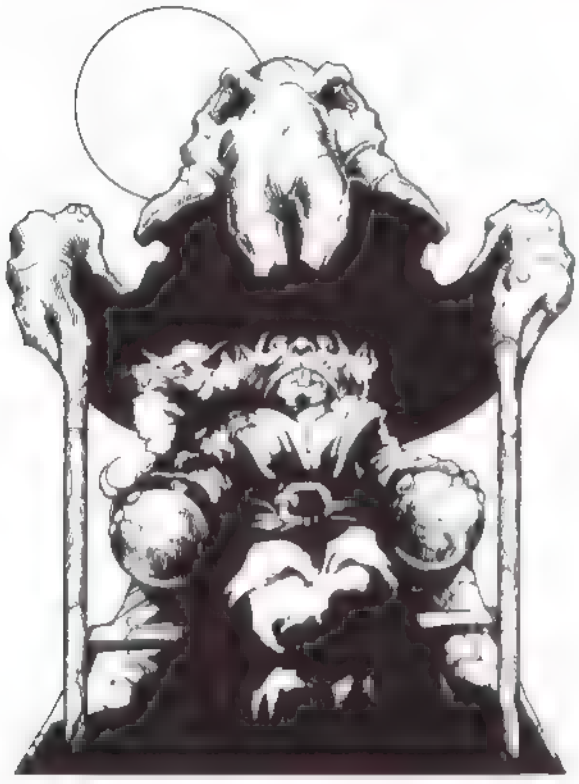
Infuriated and hurt, Galf broke into her home late one night and strangled Vitra with the silver chain her husband had given her. He then left evidence at the scene of the crime to implicate the husband, who was subsequently driven out of Rivalis by an angry mob.

With her dying breath, Vitra cursed Galf, crying out that his treacherous nature had at last been revealed and that she had been a fool to befriend a man who was little better than the rats with which he kept company. The curse caused Galf to become a wererat. His only chance of curing this affliction lies in voluntarily confessing to his crime—something he will never do.

Current Sketch

Over the years since his transformation, Galf has trained a number of his fellow lycanthropes in the arts of petty thievery. He now is the head of a gang of several dozen wererats, werewolves, and werebears who waylay travelers throughout the Forest of Shadows. This gang is steadily building a horde of treasure which is stored in a burrow deep under Galf's home. This hiding place is disguised by a number of false passages and secret doors; only Galf knows its location.

The people of Rivalis see Galf as a loner and an eccentric. They do not realize that he is the head of a gang of thieves, since his cohorts come and go through a series of tunnels that Galf has constructed underneath the town.



Galf recently "cleaned up" his house by voluntarily killing all of his pet rats. The council does not realize that he has raised his beloved rodents as zombies.

Confronting Galf

Wererat, Lawful Evil

Armor Class	6	Str	9
Movement	12	Dex	18
Level/Hit Dice	3+1	Con	14
Hit Points	17	Int	13
THAC0	17	Wis	12
No. of Attacks	1	Cha	7
Damage/Attack	1d4 (dagger)		
Special Attacks	backstab, poison dagger		
Special Defenses	+1 or better weapons to hit, or silver weapon wielded by a woman		
Magic Resistance	nil		

PP 40%	OL 75%	F/RT 15%	MS 55%
HS 55%	DN 20%	CW 45%	RL 15%

Galf was a petty thief before he became cursed with lycanthropy and has a 3rd-level thief's abilities. He prefers to flee when confronted, but if forced to fight, he typically backstabs with his dagger, which is covered with deadly Type E poison.

Any character wounded by Galf's natural weapons (teeth or claws) has a 2% chance per point of damage suffered of contracting lycanthropy. This malady can only be cured by killing Galf or curing him (by forcing him to confess to his crime).

Special Abilities: The wave of negative energy thrown out by the *doomsday device* has infused Galf with a special power. By laying hands on a dead rodent, he can animate its corpse. The 60 zombies he has created thus far are utterly under his control. He sends them into homes to bite his enemies in their sleep and inflict them with disease.

Weaknesses: Galf can be harmed by silver weapons, but only if they are wielded by a woman

Zombie Rats (Common Rats): AC 7; MV 15; HD 1/4; hp 2 each; THAC0 20; #AT 1; Dmg 1 (bite); SA disease; SZ T (1' long); ML fearless (20); Int non (0); AL N; XP 15 each.

Disease: Because these rats are dead and bloated with rot, their bite has double the normal chance (10% per bite, noncumulative) of infecting the victim with a disease.

Beryl Silvertress

Revenge is a dish best served cold and is best savored by one with a heart of ice. This being true, the revenge of a vampire is to be greatly feared, for there is no heart colder than one which lies still and silent within a vampire's chest. The Mountains of Misery are home to at least one such creature, although if her tale be true, there may be one even more powerful lurking in the broken foothills of this region.

Appearance

Beryl is a young dwarf woman with fine features, cream-white skin, and hair so blonde that it borders on white. She wears her hair in a single braid interwoven with strands of fine silver wire. Her beauty is marred by an expression of mistrust and suspicion. She dresses in elegant clothes and enjoys jewelry, wearing a ring with a large gemstone on each finger.

Background

Beryl does not remember the name of the vampire who cursed her with the "gift" of unlife—a dwarf with a midnight-black beard who fled into the Ravenloft Mists. Her only clue as to his identity is that he has a palm-sized patch over his heart that is icy cold to the touch, a stigmata left by a stalagmite that once impaled him.

Beryl has no idea why this man kidnapped her from her carriage and turned her into a vampire. But she is vain enough to think that it was due to her beauty.

Seeking vengeance, Beryl followed the dwarf vampire into the Mists and found herself in the Mountains of Misery. She settled in Corvia and, like all who tarried in the domain of Darkon, forgot her homeland. She now believes that she has always lived in this domain.

Current Sketch

Beryl continues to search for the creature who turned her into a vampire. She now serves as an officer of the Kargat, the secret police force that once served Azalin. Through its vast network of informants she seeks out clues to her creator's whereabouts. So far there have been some tantalizing leads, but Beryl is still no closer to exacting her revenge.

Beryl's frustration has gradually evolved into paranoia. She now firmly believes that the hiding place of the man she is seeking is common knowledge, but that there is a vast conspiracy to keep her from learning his whereabouts. She refuses to believe those who say they have no knowledge of "the dwarf with the ice-cold heart" and inflicts a merciless punishment upon them, draining their vitality until they die. She then disguises these murders as natural deaths by summoning spiders to swarm over the victim's body and puncture it repeatedly until her own bite marks are no longer visible.

Confronting Beryl

Dwarf Vampire, Neutral Evil

Armor Class	0	Str	18/76
Movement	9	Dex	13
Level/Hit Dice	10+3	Con	16
Hit Points	52	Int	12
THAC0	11	Wis	13
No. of Attacks	1	Cha	12
Damage/Attack	1d4+4 (bite) or 2d4+4 (pick)		
Special Attacks	vitality drain, fear gaze		
Special Defenses	+2 or better weapons to hit, immune to poison, regeneration		
Magic Resistance	+5 bonus to saving throws vs. wands, rods, staffs, and spells		

Beryl's great Strength gives her a +2 bonus to melee attack rolls, and a +4 bonus on melee damage. She fights with a miner's pick and retains the dwarf combat advantage when fighting orcs, goblins, or hobgoblins (a +1 bonus). Opponents much larger than Beryl (such as ogres or trolls) suffer a –4 penalty to their attack rolls, due to the difficulty of hitting someone of such short stature.

When using her biting attack, Beryl can drain vitality; each successful attack permanently lowers her victim's Constitution by 2 points. Victims reduced to a Constitution of 0 are slain and rise as vampires in three days.

By merely staring into an opponent's eyes, Beryl can strike fear into his heart. The opponent must make a successful fear check with a –2 penalty, or be filled with supernatural dread. Beryl may use this fear gaze once per combat round.

Beryl regenerates at a rate of 1 hit point per round. When "underground" (a term which includes any of the buildings of Corvia, which are built inside natural rock formations that are still connected with the earth) she regenerates at a rate of 4 hit points per round. If reduced to zero hit points, she is forced to stonewalk back to her coffin, located in a secret room in her residence in Corvia. If she cannot reach the coffin within 12 turns, she merges with the stone and is destroyed.

Beryl is immune to mind-affecting spells such as *charm*, *sleep*, and *hold*. She takes only half damage from cold or electricity. Sunlight does not damage her, but she finds it painful and will avoid it since it negates her regenerative powers.

Special Abilities: As a dwarf vampire, Beryl can stonewalk at will. This ability allows her to pass through earth and stone as if she were passing through air. When using her stonewalk ability, Beryl can carry equipment and

possessions with her. If cornered, she uses this ability to escape. If she falls victim to a *dispel magic* spell, however, Beryl is unable to stonewalk for 2d4 rounds, unless reduced to zero hit points.

Beryl cannot assume animal form but has a natural affinity for the poisonous spiders that burrow in the rocky soil near her home. She can summon 1d10 of these creatures (large spiders) to her side within 2d6 rounds.

Weaknesses: Beryl cannot cross a line of powdered metal. She is also unable to enter a structure that is not, at least in part, made of earth or stone. Fortunately, all of the buildings in her home town of Corvia are made of stone.

Beryl can be turned as a vampire, but clerics attempting to do so suffer –2 penalties to their rolls. She can be temporarily immobilized by plunging a stone "stake" (typically a stalagmite or stalactite) through her heart, but once this is removed, she is free to act again. Only if her heart is cut out, soaked in oil for three days, and burned can she be permanently killed.

Water from a natural spring is also harmful to Beryl; a splash inflicts 2d4 points of damage. Immersion in a pool of water fed by natural springs will destroy her when she is reduced to zero hit points. Holy water, however, has no effect upon her.

Yako Vormoff

Mad indeed are the wizards who cast aside their mortal bodies and forego the simple joys of life to become one of the living dead. Even more unfathomable is the wizard who would take a shortcut to this grim existence, willingly enslaving himself to a more powerful master. Yet in the Vale of Tears there is one such man, a vassalich who has only recently been freed to seek his own dark destiny.

Appearance

Due to the fact that he died suddenly during a ritual conducted by his master, Azalin, Yako's body is fairly well preserved. His skin has a waxy appearance and his cheeks are sunken, but in a dim light he could pass for a normal, adult human, were it not for the fact that his eyes glow with a dull red light.

Yako prefers to dress all in black and has raven-black hair to match. At the call of his grim sense of humor, he has driven slim metal rods through his ankles and wrists, and has attached short bits of twine to them. These symbolize the fact that he was once Azalin's puppet. They serve as reminders that the lich could reappear at any time to reclaim him.

Because he is merely a vassalich, Yako does not radiate the aura of cold and darkness that a full lich does. Instead, his presence can be sensed as a shiver down the spine or through the raising of hairs on the back of one's neck.

Background

Yako Vormoff is a rarity, a giorgio orphan who was adopted and raised by the Vistani. As a boy, he learned the arts of the traveling performer, specializing in the art of puppetry.

Yako was always keenly aware of the fact that he was adopted and was not really a "true Vistana." He began to perceive insults and slights where none were intended and allowed his self-doubts to fester. His bitterness came to a head when he was in his early teens. After insulting a Vistani elder, Yako had no choice but to run away from the only home he had ever known, the *vardo* in which he had spent his formative years.

Traveling to the city of Karg, Yako experienced the worst of what city life has to offer a youngster on his own. He survived by learning to control people the way he controlled his puppets. His talents in this regard brought him to the attention of the Kargat, who reported Yako to their lord.

Sensing the lad's intelligence and his talent at manipulating others, Azalin trained Yako in the arts of dark magic. He eventually "promoted" his young pupil above others of greater age and talent, performing the dread ritual that turned Yako into a vassalich.

Current Sketch

Due to his fascination with puppets and his desire to control others, Yako has specialized in the creation of golems, especially those fabricated from human tissue. He now has a veritable army of "flesh puppets" at his command, some of which he temporarily raises to gigantic proportions through an enlarge spell. These flesh golems are a source of terror to the people of Karg, who believe them to be the forerunners of the invasion of

undead creatures that are prophesied to rise from their graves during the Hour of Ascension.

Yako pushed the design of flesh golems to new levels and, as a result, invented the maggot golem (see page 27). The secrets of creating this loathsome creature are known only to a few of Yako's most trusted associates.

Ever since the activation of the *doomsday device* and the disappearance of his master, Yako has been the undisputed demilord of the Vale of Tears. The Kargat and priests of the Eternal Order might defer to him as a protégé of their former lord, but Yako is astute enough to realize that a power struggle will soon erupt between these two organizations and that each is trying to bring him firmly into its ranks. He feels confident that he can play one faction against the other and come out on top.

In the meantime, Yako is searching for the phylactery that holds his spirit. It is presumably hidden somewhere in Castle Avernus. Yako hopes to find it before either the Kargat or Eternal Order does, for with it they could control him utterly. He is keen to find an ally from whom he can learn the spell *locate object*, as this will speed up the quest immensely.

Confronting Yako

Vassalich, Lawful Evil

Armor Class	0	Str	14
Movement	6	Dex	13
Level/Hit Dice	4 (wizard)	Con	12
Hit Points	11	Int	14
THAC0	19	Wis	15
No. of Attacks	1	Cha	15
Damage/Attack	1d4		
Special Attacks	spells, chilling touch		
Special Defenses	fear aura, immune to *charm, cold, death, electricity, enfeeblement, insanity, polymorph,* and *sleep* spells		
Magic Resistance	nil		

Yako can be hit by normal weapons, but few opponents can get past his fear aura. Those approaching within five feet of him who do not make a successful saving throw vs. spell are forced to flee in panic for 2d4 rounds.

Yako prefers to avoid melee combat but can attack using his chilling touch, which inflicts 1d4 points of damage. Those whom he touches must make a successful saving throw vs. paralyzation or be affected as though they were under the influence of a *slow* spell for 1d10 rounds. He can increase the range of this attack using his spectral hand spell.

Although he is not a full lich, Yako is turned as one. Like a lich, he can see with normal vision even in the darkest of environments.

Spellcasting: Before his transformation into a vassalich, Yako was an 8th-level wizard. Upon his transformation he was reduced to half of his former experience level, but he retained his spellcasting abilities.

Yako is a specialist in necromancy. When attacked by a necromancy spell, he saves with a +1 bonus. Those whom he attacks with necromancy spells suffer a –1 penalty to their saving throws vs. spell.

Spell List: 1st—*detect undead, enlarge, hypnotism, sleep, ventriloquism;* 2nd—*blindness, ESP, spectral hand, summon swarm;* 3rd—*fly, hold undead, suggestion, vampiric touch;* 4th—*contagion, emotion, shadow monsters.*

Damon Skragg

Many fearful monsters live under the surface of the sea, but along the length of the Jagged Coast, there are also monsters who stalk their prey on top of the waves. One such individual is Damon Skragg, once an ordinary ship's captain but now an undead creature of utter foulness and depravity.

Appearance

Damon dresses as a ship's captain, in breeches, vest, and seafarer's cap. He still carries a saber at his hip, even though his natural weapons are more formidable, and wears a gold earring in one ear.

There the resemblance to a mortal human stops. Damon's skin is the sickly color of rotting meat, and his nails have grown and curved into talons. His mouth is lined with jagged teeth, and he licks his lips frequently with a long, raspy tongue.

Background

Damon was originally a normal human man, albeit one of foul disposition and cruel temperament. He led a semi-honest life as the captain of a merchant ship but was noted for

his bouts of drinking and vile treatment of his sailors. The only time his crew ever saw him smile was when the *Bountiful* was in the teeth of a hurricane-force gale, and then only because Damon was enjoying belittling them for their "cowardice."

Damon was the undisputed master of his vessel and would brook no argument. One day, he let his lust for complete control over his crew get the better of him and whipped the cabin boy to death with a cat o' nine tails. That evening, the *Bountiful* sailed into an eerie fog that hugged a slate-flat sea. When the fog cleared, Damon and his crew had entered Ravenloft.

Unable to find any familiar landmarks or stars by which to sail, Damon nearly lost his nerve. But then his mate sighted a low island. It had an evil appearance, but provisions were running low. Damon and his crew went ashore.

None know what happened on that evil isle, but it is thought that Damon fell victim to a necromancer's experiments. He returned to his ship a ghoul lord with a crew composed of ghasts, hollow shells of the sailors whose lives he had taken. In time, the *Bountiful* made its way through the Sea of Sorrows and came to anchor at Martira Bay.

Current Sketch

Damon commands a crew of nine ghasts, whom he issues orders to by means of telepathy. All are utterly loyal to him, and obey his every whim.

For the most part, the *Bountiful* remains at anchor in Martira Bay; only rarely does it leave the harbor. Damon prefers to remain in a location where he and his undead crew can satisfy their hunger for mortal flesh. They generally keep the ship downwind of other vessels, but if forced to explain the carrion odor that clings to the ship, they point to the forward hold, which is scummy with rotting fish.

The captain and crew of the *Bountiful* are also careful never to be seen up close. They only leave the ship under cover of night and generally refuse visitors to the vessel. Damon has a number of evil allies in town, however, and these are always welcome aboard the ship; they generally arrive by rowboat in the darkest hours of the night. Their drunken revels carry on until dawn, and the victims of these shipboard parties are rowed out to deep water and dumped before the light of day breaks.

Confronting Damon

Ghoul Lord, Chaotic Evil

Armor Class	4	Str	18
Movement	15	Dex	14
Level/Hit Dice	6	Con	13
Hit Points	35	Int	12
THAC0	15	Wis	10
No. of Attacks	3	Cha	9
Damage/Attack	1d6/1d6/1d10 (claw, claw, bite)		
Special Attacks	paralysis; disease; evil taint		
Special Defenses	immune to *charm* and *sleep* spells; can only be hit by +1 weapon or weapon forged of pure iron		
Magic Resistance	nil		

A successful hit by Damon's claws inflicts 1d6 hit points of damage. The victim must make a successful saving throw vs. paralyzation or become unable to move for 1d6+6 rounds. Even elves are not immune to this effect.

A successful bite by Damon inflicts 1d10 points of damage. Victims who do not make a successful saving throw vs. poison succumb to a horrid rotting disease that inflicts 1d10 points of damage per day. In addition, the disease reduces both Constitution and Charisma by 1 point per day. This affliction may only be cured by a *heal* spell; all other curative spells are ineffective in treating it. Once halted, the victim's Constitution score returns to its original value at a rate of 1 point per week. Charisma, however, is permanently reduced, due to the terrible scars left by the disease.

Should the victim's hit points or one of his ability scores reach zero, he dies. Unless the body is destroyed, it will rise as a ghast three nights later and will join the *Bountiful* crew as an undead sailor wholly under Damon's command.

Unlike his crew of ghasts, Damon does not emit a carrion stench. He does, however, carry a palpable taint of evil that only a remove fear spell can counter. Whenever they are within 30 feet of Damon, characters of good alignment suffer a –4 penalty on all attack rolls.

This taint of evil also affects those who are forced to make a fear or horror check when confronting Damon. These checks are made with a –2 penalty.

This is the dark and
dreary hour
When injured
ghosts complain;
When yawning graves
give up their dead
To haunt the faithless swain.

David Mallett

The adventure seeds that follow are designed to be used by the DM after the PCs have played through *Death Triumphant* and have at last escaped Il Aluk. Each makes use of both one of the demilords and one of the new monsters found in this book and can be used by the DM as the jumping-off point for a longer adventure set in a particular region of Necropolis.

The Stuff of Dreams

Setup

While traveling through the Mistlands, the PCs become lost in the Mists. A small animal appears and seems to be leading them to safety. In fact, this is a dream stalker that later attacks, placing one of the PCs into a magical sleep. The victim's dreams can be seen inside the dream stalker—visions of a strange, ruined tower shrouded by mist.

Plot

The PCs seek help for their companion, who is either still in a coma or who was driven mad by being awakened prematurely. Their enquiries bring them to the attention of Trillen Mistwalker, who believes the dream to have been a prophecy that he will at last find the ruin he has been seeking.

He tries to convince the PCs to join his latest expedition into the Mists.

Resolution

If the PCs join the expedition, they find the ruined tower. It is not the one Trillen was seeking, and he abandons the PCs there, perhaps trying to kill them first. Inside the tower, the PCs encounter the ghost of Trillen's brother Yrilstin. The ghost gives them a cryptic clue to the location of his gravestone, a powerful allergen that the PCs can use to take revenge on Trillen.

If the PCs refuse to join the expedition, Trillen's minions (a gang of madmen) kidnap the PC who succumbed to the dream stalker. The other PCs must pursue them into the Mists to rescue their companion.

Treasure Island

Setup

In a case of mistaken identity, one of the PCs is invited to a drunken revel aboard the *Bountiful*, the ship captained by the ghoul lord Damon Skragg. Assuming the PC pretends to be the person whom he is mistaken for (a local wereshark who poses as a human sailmaker named Jim Rook), the PC is shown a map, purportedly of an island on which a fabulous treasure is hidden.

Plot

The wereshark is actually an enemy of Damon's, one who threatened to sink the *Bountiful* unless his ransom demands were met. If the PCs ask around in Martira Bay, any sailor can tell them that Jim Rook was not on good terms with Captain Skragg. The captain would hardly give him a treasure map.

The treasure map shown to the PC leads to an island that is the home of a group of Ravenloft sirens. There is treasure there—in plain sight! Damon was hoping that the sirens would kill the wereshark, thus eliminating the threat to his ship.

Resolution

The PCs first face the problem of what to do about Damon and his crew of ghasts. If they try to confront them on their home turf (aboard the *Bountiful*) they may wind up as fish food. If they take too long plotting against Damon and their plans become known, the ship will simply lift anchor and sail away until the PCs are gone and the threat has passed.

If the PCs take the bait and sail to the island of the sirens, a horde of treasure can be had, but only after facing much danger.

The final loose end is the wereshark. He had a spy aboard the *Bountiful* that night and believes that the PC was deliberately impersonating him in an attempt to steal the treasure. He will take steps to exact revenge, possibly stranding the PCs on the siren's island by sinking their ship.

A Monster in Our Midst

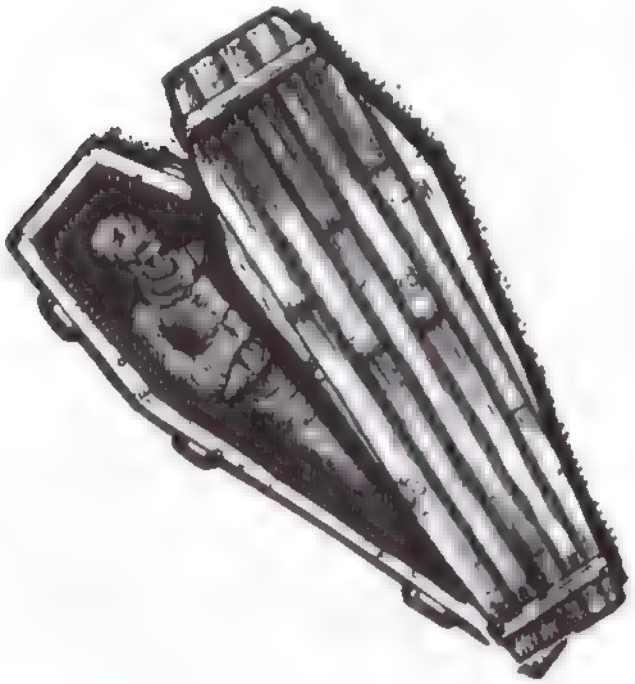
Setup

While stopping in Viaki, one of the PCs has his or her fortune told by a "Vistana" named Isha Goldtree. This local resident has seen the true form of the green hag who poses as Glennis McFadden and tries to alert the PCs to this fact by mentioning "a monster in our midst" during her routine. Later that day, Isha contracts a horrible disease after being attacked by a bog mummy. The villagers beg the PCs to rid their town of this menace.

Plot

Whether or not the PCs have a means of curing Isha, the villagers bring Glennis McFadden to her bedside. Isha is, of course, terrified of Glennis. When the green hag arrives, she offers a cure, one that saves Isha's life but, at the same time, strikes her dumb.

Recognizing a powerful ally, Glennis seeks the bog mummy out and offers it refuge in her root cellar. When a series of attacks occur near her home, Glennis announces that the monster must be out to kill her, since only she can counter its foul disease. She asks the PCs for protection, all the while briefing the mummy on the best times to attack (when a PC is alone).



Resolution

If the PCs track the mummy to Glennis's root cellar, the green hag expresses shock and surprise at its hiding place. If the PCs' suspicions are aroused, they can confirm that Glennis is the real monster by consulting Isha, but they will first have to restore her power to speak.

The Puppet Master

Setup

While in Karg, the PCs run afoul of the Kargat (possibly by "hoarding" a magical item, contrary to law) and are thrown into the prison known as the Black Hole. They are offered their freedom, and the return of the magical item, if they perform a service for the secret police. The task: to enter the home of the "wizard" Yako Vormovich and steal a gold-and-crystal snuff box from his dining room.

Plot

The Kargat mistakenly believe the snuff box to be Yako's phylactery and want to use it to bring the vassalich under their control. They know that Yako is always willing to talk to fellow wizards; if any of the PCs is a wizard, he will be warmly welcomed by Yako (who especially wants to learn the *locate object* spell). Alternatively, if one of the PCs is a thief, stealth might be used rather than sweet talk.

Resolution

The snuff box is not the phylactery; the real phylactery lies hidden deep within Castle Avernus. If the PCs steal the snuff box and give it to the Kargat, the secret police merely toss them back in prison for "failing" in their task; they do not explain why the PCs' mission was a failure.

Alternatively, the PCs might reveal the Kargat's plans to Yako. Having thus ingratiated themselves to the vassalich, they may be invited to accompany him to Castle Avernus to seek out the "real" magical snuff box (his phylactery). Yako does not reveal why he is seeking this object and will, of course, betray the PCs as soon as it is located.

Dream Stalker

CLIMATE/TERRAIN:	Ravenloft Mists
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Dream essences
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	8 (animal form) 0 (true form)
MOVEMENT:	12 (animal form) Fl 18 (A) (true form)
HIT DICE:	3
THAC0:	17 (animal form) Special (true form)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–2 (animal form) Special (true form)
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Magical weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	T (4")
MORALE:	Elite (13–14)
XP VALUE:	650

The dream stalker's natural form is that of a glowing ball about the size of a human fist. It is sometimes mistaken for a will o' wisp, although it is much smaller and does not change color, remaining instead a faint yellowish white. It moves by floating through the air, but can hug the ground and seem to be rolling along, instead.

The dream stalker can assume, at will, the shape of any small animal. Typical forms include those of a pet such as a dog or cat, or a small farm animal such as a rabbit or duck, but forms native to a particular terrain type can also be assumed, a lizard or large insect, for example. While in animal form, the dream stalker does not glow and looks identical to the creature it is duplicating. It can even mimic a specific animal's markings.

Combat: While in its true form a dream stalker "attacks" by hovering above the face of someone who is dreaming; it need not touch its target but must remain within an inch or two of the eyes. (Strangely, the bright glow of the dream stalker does not awaken the victim.) Others who look at the glowing ball can see the victim's dreams reflected inside it, as if they were gazing into a crystal ball. These dreams often have a nightmarish quality.

A dream stalker causes no physical damage to its victims, but instead, it damages their minds and causes them to fall into a deep, magical sleep that resembles a coma.

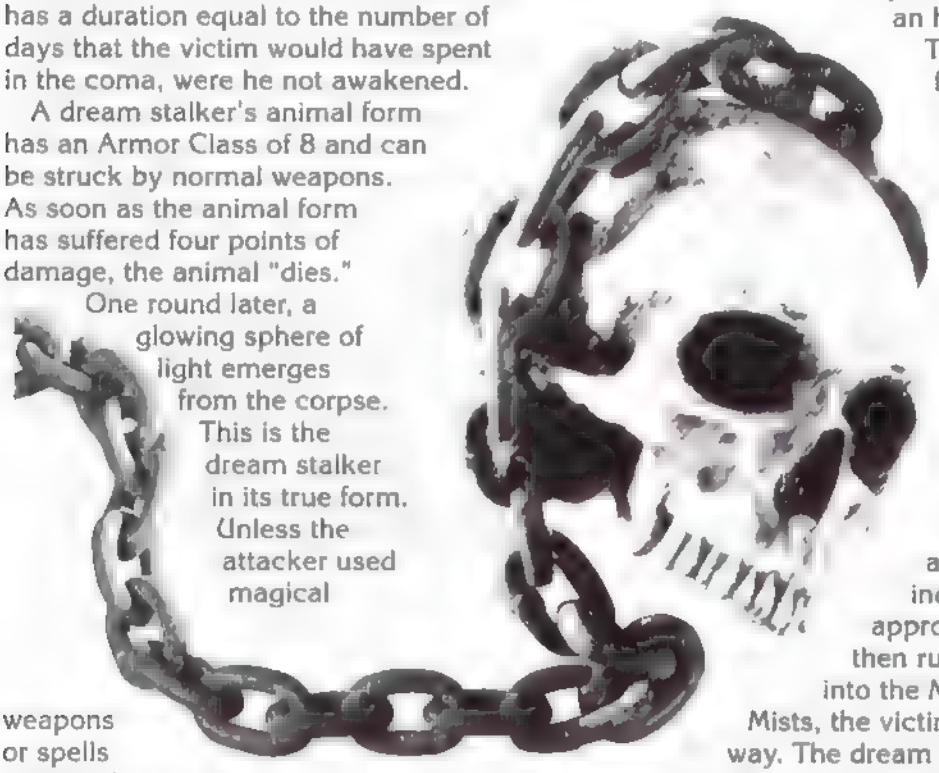
If left undisturbed, a dream stalker will feed for 4d4 rounds before moving on to a fresh victim. The magical sleep it induces has a duration that is equal in days to the number of rounds of feeding. In other words, if a dream stalker feeds upon a victim for five rounds, that victim will not awaken for five days. A successful saving throw vs. paralyzation will cut this time in half (rounded up to the nearest whole day).

While in this coma, the victim is unable to eat or drink and thus loses 1d3 hit points per day. Natural healing does not occur, but magical healing can be used to restore lost hit points.

A sleeping victim can only be awakened by means of a *dispel magic* spell, for example. There is one unpleasant side effect to

awakening before the coma has run its course, however. If the victim does not make a successful madness check (a saving throw vs. paralyzation) he awakens suddenly from a terrifying dream and suffers some form of nightmare-induced madness as a result. This madness may take the form of schizophrenia, severe depression, delusions, paranoia, hallucinations, or amnesia and has a duration equal to the number of days that the victim would have spent in the coma, were he not awakened.

A dream stalker's animal form has an Armor Class of 8 and can be struck by normal weapons. As soon as the animal form has suffered four points of damage, the animal "dies." One round later, a glowing sphere of light emerges from the corpse. This is the dream stalker in its true form. Unless the attacker used magical weapons or spells against the animal form, the dream stalker has suffered no real damage and has its full complement of 3 Hit Dice upon rising from the corpse.



While in animal form, a dream stalker can attack with whatever natural weapons the animals has (claws and teeth) inflicting 1–2 points of damage on a successful hit.

In its true form, a dream stalker has an Armor Class of 0 and may only be struck by magical weapons. It can also be damaged by spells. A dream stalker whose true form is damaged will flee. It prefers to feed unmolested upon sleeping victims. If the chosen targets remain within the Mists (or in the vicinity of them) the dream stalker will return when next they sleep and try to feed on them again.

Habitat/Society: Dream stalkers live in the Ravenloft Mists and can leave them only for short periods of time, an hour or two, at most. They typically live at the fringes of the Mists, where the prey they seek can most easily be found.

A dream stalker can sense emotions at a distance of many miles and typically seeks out as its victims those who are experiencing frustration or grief as they search for a missing animal. It appears before these individuals in the appropriate animal form then runs away, luring them into the Mists. Once inside the Mists, the victims typically lose their way. The dream stalker need only wait for them to tire and sleep before reverting to its true form and feeding upon that person's dream essences.

Ecology: As a dream stalker becomes increasingly damaged, its glow dims. When it is reduced to 0 hit points, it blinks out of existence. The "corpse" that remains behind resembles a marble-sized sphere of glass. These are highly prized by mages, who grind them down and use the dust in the manufacture of sleeping powders and potions.

Golem, Maggot

CLIMATE/TERRAIN:	Vale of Tears, Necropolis
FREQUENCY:	Very rare
ORGANIZATION:	Team
ACTIVITY CYCLE:	Any
DIET:	Rotting flesh
INTELLIGENCE:	Semi-(2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1–4
ARMOR CLASS:	8
MOVEMENT:	9
HIT DICE:	8 (45 hp)
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Smothering
SPECIAL DEFENSES:	Immune to edged weapons, half damage from blunt weapons, regeneration, see below
MAGIC RESISTANCE:	Nil
SIZE:	S–M (3'–6' tall)
MORALE:	Fearless (19–20)
XP VALUE:	5000

A maggot golem at first glance appears to be a shambling, off-white mound that is vaguely humanoid but with a constantly shifting form. It walks upright on two legs and has two arms but these appendages are constantly changing in length and thickness, as are the dimensions of its torso. The maggot golem's head is also in flux, at times appearing as a mere nub on the shoulders, at other times having definite features such as eyes, nose, ears, and mouth.

The explanation behind this shifting is that this type of golem is constructed using living organisms, maggots, to be specific. These are constantly turning into flies which circle around the golem's head and return to the body to lay eggs, completing the cycle by hatching more maggots. Some of the maggots drop off the body and lie writhing in its wake, but these are replaced at a phenomenal rate.

Combat: A maggot golem is mindless in combat. It either follows the instructions of its creator and master or follows its own instincts, seeking to kill the fleshy creatures upon which it feeds. It is emotionless and cannot be provoked. Once it has broken free of its master's control, however, it is considered berserk.

Due to the fact that a maggot golem is made up of hundreds of thousands of individual insects, it is almost impossible to damage. Edged weapons (whether magical or not) slicing through it have the same effect as if they were passing through water; the maggots simply knit together again after the sword has passed. Blunt weapons fare little better; they are able to smash off chunks of the body, but they inflict only half their usual damage.

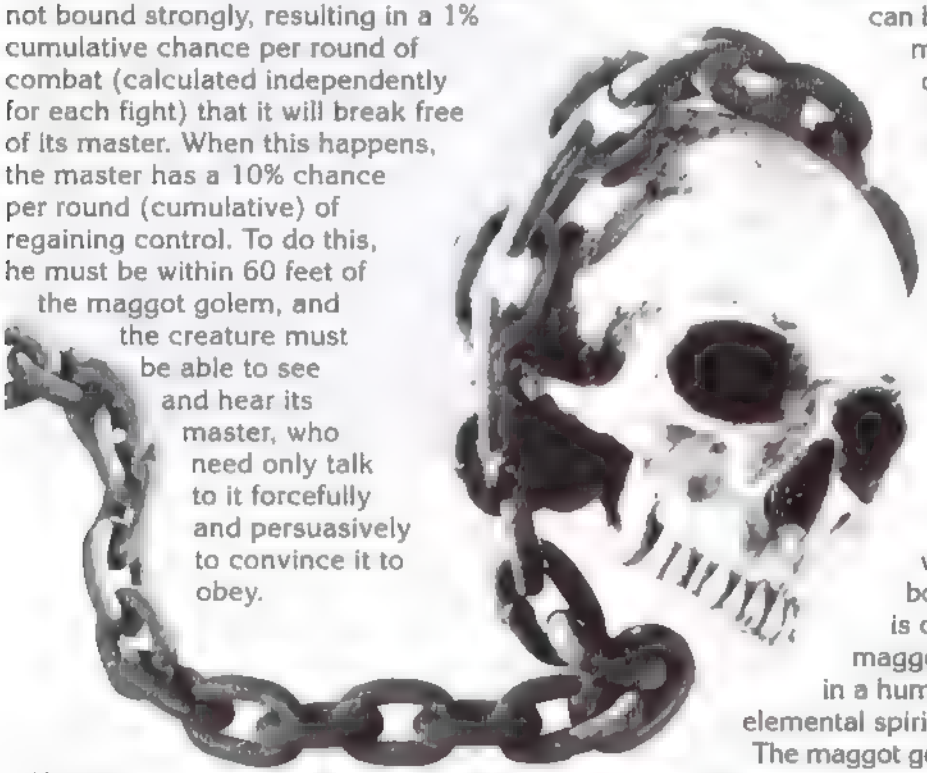
In addition, the maggot-to-fly-to-maggot cycle is happening at a greatly accelerated rate, thus allowing the golem to continuously replenish itself. This results in the golem being able to regenerate at a rate of 2 hit points per round.

Just as a maggot golem is unlikely to be harmed by most weapons, it is also incapable of holding them. It attacks by hugging its victim to its body. This occurs whenever the golem makes a successful

attack. The victim is then held and slowly smothered to death, losing 2d6 points per round that he is held.

During the first round of a smothering attack, the victim is automatically held and suffers damage. On each subsequent round, the victim may attempt a Strength check. Success means that the victim is able to break free and suffers no automatic damage that round. The maggot golem may still attack during that round, however, and thus could once again place a hold on the victim.

The elemental spirit in a maggot golem is not bound strongly, resulting in a 1% cumulative chance per round of combat (calculated independently for each fight) that it will break free of its master. When this happens, the master has a 10% chance per round (cumulative) of regaining control. To do this, he must be within 60 feet of the maggot golem, and the creature must be able to see and hear its master, who need only talk to it forcefully and persuasively to convince it to obey.



Maggot golems are immune to almost all spells. Fire-based spells affect them normally, cold-based spells slow them for 2–12 (2d6) rounds, *summon insects* heals 1d10 points of damage, and *repel insects* causes them to instantly lose half their current hit points. All other spells are ignored by these creatures.

Habitat/Society: The maggot golem is an automaton, artificially created and under the direct control of its creator. Typically one to four such creatures are created at once. These can obey simple instructions involving a single, direct action.

Maggot golems make poor servants because each facet of a task must be described as a separate command. They are instead used to guard valuable items or places. Since the maggots that make up the body of the golem need to continue to consume rotting flesh to survive, a maggot golem often can be placed as a guard with minimal instruction. It will, on its own, seek out fleshy creatures to kill, which it later consumes once rot has set into the corpse.

Ecology: A maggot golem must be created by a wizard, who fashions it from a corpse that is thickly infested with maggots. The animating force is an elemental spirit from the plane of Earth, which is bound to the body. Eventually the body is consumed by the maggots, which are then held in a humanoid form by the elemental spirit.

The maggot golem is created using a refinement of the process used to create a flesh golem. This refinement was first discovered by a vassalich in the city of Karg and it is thus in the Vale of Tears region of Necropolis that most maggot golems are found.

It is rumored that this evil wizard may have developed a further refinement, the use of rot grubs, rather than maggots. An attack by a golem composed of these creatures would be fearsome indeed, since the rot grub is capable of burrowing into and consuming living human flesh.

Mummy, Bog

CLIMATE/TERRAIN:	Swamp
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Low (5–7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12
SPECIAL ATTACKS:	Disease, fear aura
SPECIAL DEFENSES:	Rejuvenation, +1 or better magical weapons to hit, half damage from copper weapons
MAGIC RESISTANCE:	Immune to *charm* and *sleep* spells
SIZE:	M (5′–6′ tall)
MORALE:	Champion (15–16)
XP VALUE:	3,000

Bog mummies are formed when a corpse comes to rest in a marsh or swamp and is naturally mummified by being coated in a layer of mud. Eventually the body takes on the dark coloration of the earth and becomes as tough as tanned leather. The clothing is partially preserved and sticks to the corpse in patches, as does hair. The facial features are distorted in a permanent grimace and the hands are stiffened into clawlike hooks. When the corpse at last rises as an undead creature, it walks with an uneven gait, due to the stiffness of its limbs.

Combat: Despite its shambling gait, a bog mummy has great strength and can inflict 1d12 points of damage with a single blow. Any wounds produced by a bog mummy also inflict a peculiar form of mummy rot in which the flesh stiffens and darkens in spotty patches around the wound. Unless treated, this disease proves fatal in 1d12 weeks. For each month that the disease goes untreated, it reduces both the victim's Dexterity and Charisma by 1 point.

This disease can only be eliminated with a *cure disease* spell; other curative spells are ineffective in treating it. While infected, the victim's wounds heal at 10% of the normal rate. A *regenerate* spell will undo physical damage but will not otherwise affect the course of the disease.

A bog mummy is immune to normal weapons, but does suffer half damage (rounded down) from weapons made of copper. After resting for two full days, an injured bog mummy begins to rejuvenate at a rate of 6 hit points per hour, unless it has been reduced to 0 hit points, at which point it is permanently destroyed.

Those sighting a bog mummy must make a successful saving throw vs. spell with a –1 penalty to withstand the mummy's fear aura. Those who fail this roll are paralyzed with fright for 1d6 rounds.

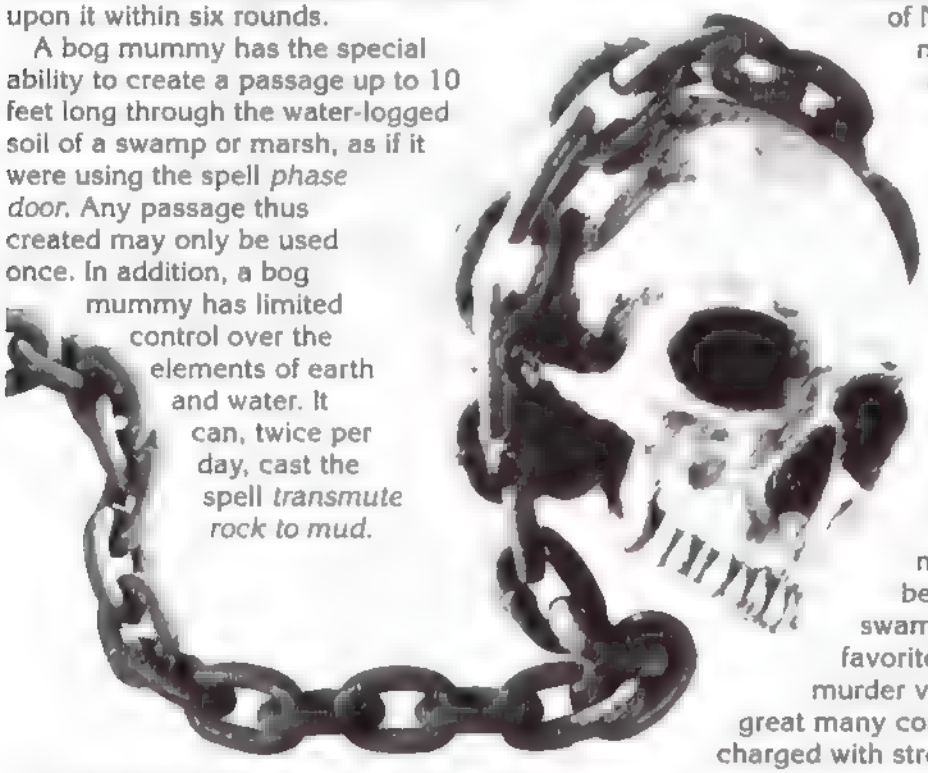
A bog mummy has limited infravision, with a range of 30 feet. Unlike other mummies, it retains moisture and thus is not at all affected by normal fire. Even magical fire inflicts only half damage upon a bog mummy. It is instead vulnerable to cold, which can cause ice crystals to grow inside its tissues causing its body to rupture. Cold-based spells thus inflict double the normal amount of damage.

Mummy, Bog

A bog mummy is immune to *sleep* and *charm* spells, and to poison and paralysis. A *resurrection* spell will turn the creature into a normal human (a 6th-level fighter) with memories of its former life, particularly of its death, but will have no effect if the mummy is older than the maximum age the priest can resurrect. A *wish* spell will also restore a bog mummy to human form, but a *remove curse* will not.

Any creature killed by a bog mummy immediately stiffens and petrifies and cannot be raised from death unless both a *cure disease* and a *raise dead* spell are cast upon it within six rounds.

A bog mummy has the special ability to create a passage up to 10 feet long through the water-logged soil of a swamp or marsh, as if it were using the spell *phase door*. Any passage thus created may only be used once. In addition, a bog mummy has limited control over the elements of earth and water. It can, twice per day, cast the spell *transmute rock to mud*.



Habitat/Society: Bog mummies encountered in Necropolis are most often the former victims of murder or ritual sacrifice and are driven by an overwhelming need for revenge. Because those responsible for their deaths are usually themselves decades or even centuries in the grave, the bog mummy instead takes out its rage upon any living creature. It is extremely chaotic in nature and exists only to frighten and harass the living.

Ecology: A bog mummy rises as an undead creature when a powerful burst of positive energy causes the dead person's spirit to rejoin with the preserved body. Bog mummies may be created by a priest or another mummy from the raw material of a corpse or may be the result of powerful emotional forces. In the domain of Necropolis, however, bog mummies are an accidental creation. It is theorized that, when the *doomsday device* was activated, the resulting shock wave of negative energy that it sent out pushed before it a wave of positive energy. When this wave struck Stagnus Lake and the Great Salt Swamp, it also sent a positive wave through the large number of bodies that lay beneath the mud. The swamps were, after all, a favorite place to dispose of murder victims and contained a great many corpses that were already charged with strong emotional energy. Bog mummies began to climb out of the mud and stalk the living of Necropolis.

Due to its connection with the Positive Energy Plane, a bog mummy is not capable of entering Il Aluk, since that city is so awash with negative energy.

Siren, Ravenloft

CLIMATE/TERRAIN:	Ocean
FREQUENCY:	Rare
ORGANIZATION:	Schools
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13–14)
TREASURE:	C
ALIGNMENT:	Neutral evil
NO. APPEARING:	2–8
ARMOR CLASS:	6
MOVEMENT:	8, Sw 18
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	*Mass charm, advanced illusion,* disease
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	10%
SIZE:	M (5′ tall)
MORALE:	Steady (11–12)
XP VALUE:	975

A Ravenloft siren is a hideous, undead creature with the upper body of a woman and the lower body of a fish. Her hair is tangled and entwined with rotting seaweed, and her body is gray and bloated, resembling a corpse that has been in the water for some time. The flesh has rotted back from the fingertips, exposing the bone. The siren sharpens this bone on the rocks on which she reclines, turning each finger into a deadly weapon.

By means of their innate ability to cast *advanced illusion* spells, Ravenloft sirens present a very different face to the world. They appear to be beautiful mermaids with voluptuous bodies and sleek sea-green hair.

Combat: Ravenloft sirens lure their victims into striking range by means of a song that acts as a *mass charm*. This song can be heard at great distances over open water; those aboard ships passing within a mile of an islet on which Ravenloft sirens are sunning themselves have been known to fall victim to it. The song can be avoided by plugging the ears with wax or by means of a *silence, 15′ radius* spell, but these measures must be taken in advance.

Each siren in the school can affect up to 8 Hit Dice worth of victims. Victims must make a successful saving throw vs. spell with a –2 penalty to the roll. Those who fail are compelled to set course with all possible speed toward the singing. Upon sighting the sirens, they feel a compulsion to go ashore and sit down beside them. They may only be prevented from doing so by being physically restrained.

Any character who sights a Ravenloft siren and makes a successful saving throw vs. spell can see her as she really is. Typically this roll will be made in secret by the DM and is made with a –4 penalty.

Those characters who actively attempt to disbelieve the illusion do not suffer the –4 penalty. Disbelief may not be attempted, however, by characters who have fallen victim to the sirens' *mass charm*.

Once their prey is within reach, the sirens attack with their sharpened, bony fingers. Due to the *advanced illusion*, which includes tactile elements, this attack at first seems to be a gentle caress. During each round that a siren succeeds in inflicting damage, the victim gets to make an additional saving throw vs. spell. (Again, this is typically done in secret by the DM.) A successful roll means that both the illusion and the charm suddenly vanish. The victim sees the siren for what she really is and can begin fighting back. At the

DM's discretion, a fear check may be called for due to the sudden revelation of the creature's true form.

Those who suffer damage at the hands of a Ravenloft siren must make a saving throw vs. poison. Failure means that the wounds become infected. This infection must be magically healed before natural healing can occur.

Ravenloft sirens can be turned as undead and suffer damage from holy water. When turned, they flee back into the sea, disappearing beneath the waves.

Habitat/Society: Ravenloft sirens can exist on a diet of fish but prefer to dine on sentient creatures. They live in the ocean, traveling in schools like fish, but spend much of their time basking on rocky islets. These are typically surrounded by the rotting corpses of their victims. Because the sirens have no use for the victims' possessions, valuable treasures or magical items can often be found there.

The sirens are astute enough to realize that this booty can act as a lure. They often lurk just beneath the waves, looking up at the surface for the hull of a visiting ship, then emerging suddenly to sing their song.

The stench of decay that hangs in the air around an islet that is a resting place for Ravenloft sirens is almost overwhelming. This foul taint emanates both from the sirens themselves and from the corpses of their victims. It is masked, however, by the sirens' ability to cast *advanced illusion* spells that include an olfactory component.

Ecology: Thus far, Ravenloft sirens have only been sighted along the Jagged Coast of Necropolis. It is likely, however, that they will soon begin spreading south along the coastlines of other Ravenloft domains that border on the Sea of Sorrows.

It is thought that the sirens are merfolk who were transformed by the burst of negative energy that was released when the *doomsday device* was activated. If this theory is correct, it is possible that male Ravenloft sirens also exist.

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Ravenloft
Death
Triumphant

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Introduction

When I am dead, my dearest,
Sing no sad songs for me;
Plant thou no roses at my head,
Nor shady cypress tree:
Be the green grass above me
With showers and dewdrops wet;
And if thou wilt, remember,
And if thou wilt, forget.

Christina Rossetti

Many see death as the end, as the final curtain on the act of life, but in the land of Ravenloft, this is not always the case. Here, death is but a beginning, a curtain rising on an entirely new form of life, one in which a determined spirit clings tenaciously to the husk of a body long since given over to the grave.

For those who savor supping at the cup of bitterness, this "unlife" is a joy indeed. Free at last to satisfy their base urges, they revel in the power and freedom their new form provides. For most who suffer this fate, however, unlife is a tragedy, a never ending cycle of pain and suffering. Only by tremendous effort can they recapture the joy that was theirs in life.

As the saying goes, life is what you make it. So too is the unlife that follows the cold kiss of death in the Demiplane of Dread.

For the Dungeon Master

Death Triumphant is designed for a group of three to six characters of levels 6–10. It is set in Darkon, one of the core domains of the RAVENLOFT® world. It pits the player characters (PCs) against minions of the lich lord Azalin, who has constructed a diabolical machine, known as the *doomsday device*, which he hopes to use to ascend to demilich status. The heroes find themselves in a race against time to thwart Azalin's dark plans—a race which they are doomed to lose.

Halfway through this adventure, Darkon is transformed by a wave of negative energy that is thrown out when the *doomsday device* is activated. The capital of the domain, Il Aluk, is swept clean of living things. Every living creature in the city (including the heroes) is transformed into an undead caricature of itself. (Rules for the creation of undead player characters are included in this book.)

Although it would seem that, as undead creatures, the heroes would fit in in a city of the undead, they are in fact outcasts. They must contend with both the malevolent ruler of the city (Death, whom they may have previously confronted in the adventure *Death Ascendant*) and with the undead creatures that serve him. Eventually they will also have to deal with the hostility of those living characters who still populate this domain, which henceforth is known as Necropolis.

Although it is not required for this adventure, the Dungeon Master (DM) may like to read the *Van Richten's Guide to Werebeasts* and *Van Richten's Guide to Vampires*, since both werecreatures and vampires appear in this adventure. These books can provide valuable tips on running these NPCs and suggestions on how the heroes might go about defeating them.

Adventure Summary

Death Triumphant opens with the heroes' arrival in Il Aluk on the evening of Darkest Night, a

time when the moon does not rise. On this grim eve, superstition holds, all torches and lanterns must be extinguished lest the light they cast draw the dead into the land of the living.

The heroes either ignorantly kindle a light or are tricked into doing so. As a result they face arrest by the Kargat, the dreaded secret police of Darkon. Before they can be hauled away, they are rescued by Grandmother Nichia, an ancient crone who openly flaunts the prohibition against kindling a light on Darkest Night.

Nichia tells the heroes of a prophetic dream she had, one which seems to indicate that everyone in the city (including the heroes) will die at midnight. She urges them to try to prevent this by entering the Kargat stronghold, a prison known as the Grim Fastness. Here, they are to disrupt a religious ceremony, known as the Requiem, which will be attended by Azalin, lord of Darkon. Presumably Azalin's attendance will be the trigger for the grim events foretold by Nichia's dream.

The heroes enter the prison and confront its inhabitants: members of the Kargat (including lycanthropes and a vampire), priests who have been transformed into zombies, and the horrific creature known as Death. They learn of the existence of something called the *doomsday device* and attempt to prevent it from being triggered at the stroke of midnight.

Ultimately, however, they fail. The heroes (and everyone else in Il Aluk) are transformed into undead creatures. Thus begins the second part of this adventure.

Pursued by Death's minions and reviled by the other undead of the city, the heroes must escape from Il Aluk. Along the way they encounter vampires, mummified priests, the Kargat, resentful skeletons and zombies, and a spectre. The escape climaxes with an encounter, just a few hundred feet from the border, with Death itself.

At the same time that they are trying to escape the city, the heroes may also be searching for Grandmother Nichia, who has hinted that she may be able to restore the heroes to a normal, living existence. Unfortunately the heroes only catch up to Nichia at the precise instant that Death catches up to them.

Fear and Horror Checks

At several points during this adventure, the DM is instructed to have the heroes make fear and horror checks. This game mechanic is intended to foster appropriate reactions, on the part of the players, to a horrific or terrifying situation.

At the DM's discretion, fear and horror checks may be omitted if the players are already doing an adequate job of role-playing these emotions.

Running This Adventure

As soon as the heroes learn of the prophetic dream of Grandmother Nichia, they should be kept constantly aware of the fact that they are in a race against time. The clock is ticking down toward midnight, time is running out.

Rather than telling the heroes exactly how much time remains, the DM should keep timekeeping flexible. The idea is to have the heroes encounter the *doomsday device* with only minutes to spare and to let any battle that erupts around this device last just long enough so that when midnight arrives, the *doomsday device* explodes. If this means playing fast and loose with the timekeeping, so be it.

Just before they enter the Grim Fastness, the heroes are offered a *medallion of ESP*. The adventure assumes that they accept this magical item; if they do not, they will miss some important clues. If the heroes refuse to take the medallion, the DM may want to place a magical item that produces a similar effect somewhere that the heroes are certain to stumble across it. The best option is to make this magical item a beaker containing 1d4+1 doses of a *potion of ESP*. It might be found in the pocket of a character whom the heroes overcome, or might simply be found in an area the heroes are searching.

What Has Gone Before

Death Triumphant is the third in a trilogy of adventures that began with *Death Unchained* and *Death Ascendant*, two modules sold separately from the *Requiem* boxed set. While it is not necessary to play these adventures before running *Death*

Introduction

Triumphant, they do provide background that is necessary for a complete understanding of the events that are about to unfold. The two adventures are summarized below.

Death Unchained introduced the Ebon Fold, a secret society of assassins under the direction of the necromancer Ladislas Sintesti. These murderers stalked the city of Lekar (the capital of the domain of Falkovnia) killing with magical daggers known as *death shards*, which were capable of draining a portion of the victim's life force.

The stolen life force was stored in a magical crystal skull, located in the Ebon Fold's secret headquarters. This subterranean lair was hidden under the Radiant Tower, a school for mages in Lekar. Mircea Giurgiu, the wizard who operated this school, had no idea of the evil that festered below it.

When the crystal skull was full, Ladislas was to have conveyed it to the city of Stangengrad. There, a courier would pick it up and carry it to Lowellyn Dachine, a captain of the Kargat, the secret police who serve Azalin, lich lord of Darkon.

At the end of *Death Unchained*, Ladislas was defeated and the crystal skull destroyed. The surviving members of the Ebon Fold fled to Stangengrad, and the delivery of the crystal skull never took place.

Death Ascendant opened with the heroes picking up the trail of the Ebon Fold in Stangengrad and following this trail, with the aid of the vistana fortune teller Vito Romenza, to the city of Nartok in neighboring Darkon. This domain is home to both the Kargat and the Eternal Order, an organization of state-sanctioned, evil priests who worship death.

The Temple of the Eternal Order in Nartok had been taken over, much to the anger of its bishop, Jeremias Grimshaw, by Lowellyn Dachine and other members of the Kargat. Using plans drawn up by Azalin himself, Lowellyn constructed in the temple a magical transformative device known as the *infernal machine*. This device was in the form of a golden coffin and was powered by five crystal skulls filled with stolen life force. (The original design of the machine had called for six skulls, including the one that was destroyed in *Death Unchained*.) Using *blood blades* (magical daggers similar to *death shards*) the Kargat was stealing the last of the life force needed to power up the machine.

At the climax of *Death Ascendant*, Lowellyn entered the *infernal machine* and was transformed into the creature known as "Death." Trapped in the temple with this powerful being, the heroes had to discover Death's weakness and use this knowledge to drive it from the temple.

Death was eventually driven out of the temple and into the swirling Ravenloft Mists. The surviving Kargat officers also fled, heading in the direction of Il Aluk.

The *infernal machine* was a one-shot, experimental prototype of a much larger device being constructed by Azalin himself in Il Aluk, inside the stronghold known as the Grim Fastness. The lich lord plans to use this machine, which he calls the *doomsday device*, to ascend to demilich status. By doing so, he hopes to escape the confines of the Demiplane of Dread. As *Death Triumphant* opens, Azalin's great experiment is about to begin.

Death's Dark Way

Lay a garland on my hearse
Of the dismal yew;
Maidens, willow
branches bear;
Say, I died true

Francis Baumont

This adventure takes place in Il Aluk, capital of the domain of Darkon/Necropolis, and begins as the heroes enter that city one dark night. If the heroes have just played through *Death Ascendant*, they may already be heading for that city, since any Kargat who survived the confrontation in Nartok fled in the direction of Il Aluk at the conclusion of that adventure.

If this adventure is being played on its own (or if the heroes need some nudging), the DM can use the section that follows to point them in the right direction.

Call of the Crow

The heroes may begin this adventure from within the domain of Darkon, from another domain in Ravenloft, or from a world that lies outside of the Demiplane of Dread entirely. Whatever their starting point, the heroes receive an invitation to Il Aluk that is delivered on the wings of a black crow.

This bird appears in a number of different forms over a period of several days. Each time, it caws out the same message. The DM should use as many of the appearances given below as possible, matching them with whatever other activities the heroes are pursuing.

Your attention is caught by a crow winging its way overhead. It swoops low and circles around you, cawing out a message in a hoarse parody of a human voice: "Darkness and death! Darkness and death! Come to Il Aluk or draw your last breath!" Then, it beats its wings furiously and flies away

For the third night in a row, your sleep is disturbed by a nightmare in which you are being torn to pieces by a flock of black birds. Twice you woke up screaming, but tonight the dream is different. A huge black crow drives away the other birds with mighty beats of its wings. It looks you in the eye and croaks out a message: "Darkness and death! Darkness and death! Come to Il Aluk or draw your last breath!"

In one corner of the room stands a pedestal on which a stuffed black crow has been mounted. The bird is amazingly lifelike, so much so that you thought you saw it wink. Then you hear a cawing voice: "Darkness and death! Darkness and death! Come to Il Aluk or draw your last breath!" The words seem to have come from the crow, but you know full well that the bird is nothing more than a stuffed trophy.

On the road ahead, a murder of crows is clustered around a dead hare, plucking at its bloated flesh. Most of the birds fly away as you approach, but one holds its ground, staring at you with beady eyes. At last launching itself into the air, it caws out a message: "Darkness and death! Darkness and death! Come to Il Aluk or draw your last breath!"

On to Il Aluk

If the heroes are already within Ravenloft, they can make their way to Il Aluk. If they are outside of the Demiplane of Dread (or if they don't heed the crow's invitation), the Ravenloft Mists can transport them there.

It doesn't matter whether the heroes are in a city or in the wilderness. The Mists rise around them, obscuring everything else from sight. Read the following to the players:

> You stumble through a chilling fog so thick that you can barely see your hand in front of your face. Your nostrils are assaulted with the smells of freshly turned soil and rotting flesh, and the ground underfoot has soft, uneven humps at regular intervals. Dim shapes can be seen at your feet—rectangular patches of stone that resemble grave markers.
>
> All around you, dark shapes grope their way through the fog. It is easy to let your imagination run riot, to assume that these are undead monsters who stumble toward you with grasping hands to drag you into an open grave. Then you hear the voices of your companions and realize that it is they who surround you.
>
> In the distance, you can hear the cawing of a crow. It seems to be uttering a single word, over and over: "Come! Come! Come!"

The heroes can locate one another in the fog, but they continue to be trapped by the Ravenloft Mists until they head in the direction of the cawing crow. As they do, the Mists gradually clear. The heroes find themselves walking on cobblestone streets, surrounded by buildings. They have arrived in Il Aluk.

By Dark of Night

If the heroes are transported to Il Aluk by the Mists, they arrive in the city after the sun has set, regardless of what time of day it was when they entered the Mists. The DM should skip ahead to the boxed text that describes the darkened city.

If the heroes arrive in Il Aluk under their own power, they might enter the city during the day. If so, they can observe the preparations for Darkest Night. Lanterns, candles, and torches are being locked away, and handbills are being posted everywhere, warning against kindling a light. If the heroes examine one of these posters, it reads:

> Attention all citizens of Il Aluk!
> Tonight is Darkest Night!
> Do not kindle any illumination,
> For the spirits of the undead are watching!
> Woe betide those who hasten
> The Hour of the Ascension!

If the heroes want to find out more about Darkest Night, any resident of Il Aluk can give them a full history of this annual event. (The DM should summarize the information on Darkest Night found on page 59.) The resident also mentions that the priests of the Eternal Order will be offering a special prayer at midnight to hold back the Hour of the Ascension (the time when the dead are prophesied to steal the land from the living).

This prayer is part of a religious service known as the Requiem. This year's service will be even more special, since it will be attended by Azalin, lord of Darkon.

Eventually, darkness falls. The heroes may try to find somewhere to stay for the night, but the locals are loath to let outsiders into their homes and shops after dark. They worry that these strangers will, in ignorance, kindle some form of illumination that will attract the attention of the dead. The heroes thus find themselves wandering the streets after dark. Read the following to the players when one of the heroes is holding an object that he values:

> The streets of the city are utterly dark. The lanterns on the street corners have all been extinguished and not a single light shines in any window. There is not even a moon in the sky above to illuminate your way.
>
> People hurry past, fumbling their way through the darkness with outstretched arms. All seem anxious to be on their way, yet all are impeded by the lack of light. One of them bumps into you, knocking (the object) from your hands. You hear it fall to the ground but can't see where it lands.

The point of this encounter is to encourage the heroes to kindle a light with which to find the missing item. Should they do so, they immediately locate the object and, at the same time, cause everyone else in the area to panic and yell at them to extinguish the light. Within moments, a squad of Kargat arrives on the scene to bully the heroes into doing just that.

Even if the heroes are quick to extinguish the light, the secret police seem intent upon hauling them off to jail or, at the very least, brutalizing the heroes into showing the sort of fearful respect that the Kargat have come to expect from the citizens of Il Aluk.

If the heroes are savvy enough not to kindle a light (which might happen if they arrived in Il Aluk during daylight and were duly warned against this action), the encounter given above should be restaged slightly. The passerby presses an object, tied in a black handkerchief, into one of the

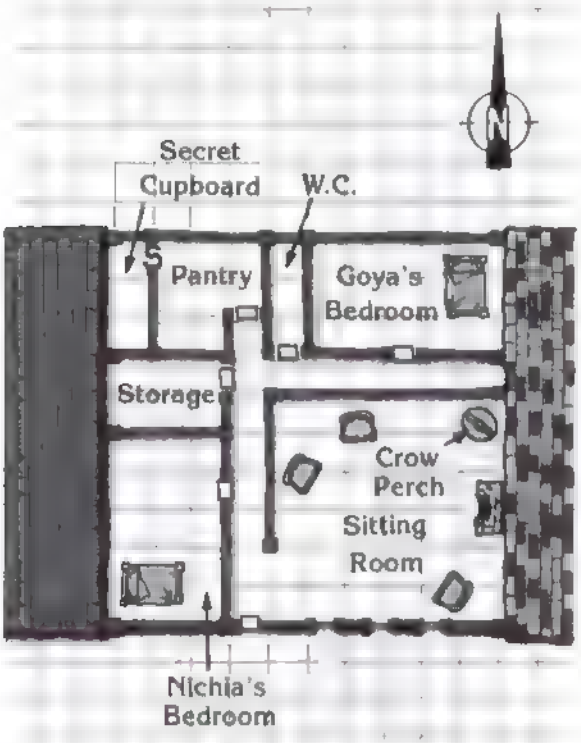
heroes' hands. As soon as the handkerchief is opened, it reveals a coin that has had a *light* spell cast upon it. A bright light bursts forth and the Kargat react as described above, moving in to arrest the heroes.

If the heroes manage to capture and question the fellow who gave them the coin, it turns out that he mistook the hero for someone else. The coin was intended to be given to one of his enemies so that the dead would be drawn to this enemy and torment him.

Kargat Members, hm, 5th-Level Fighters (12): AC 5 (chain mail); MV 12; HD 5; hp 20 each; THAC0 16; #AT 1; Dmg 1d8 sword; SZ M (6' tall); ML avg (10); Int avg (10); AL NE; XP 175 squad member; 270 sergeant.

Notes: One of the Kargat (the sergeant in command of this squad) has a magical sword that is capable of firing magic missiles in the same manner as a *wand of magic missiles*. The sergeant must make a successful attack roll to fire the missiles but does not need to be within normal sword range of his target. Each missile inflicts 1d4+1 points of damage. When used in this manner, the sword has a +3 initiative bonus.

Map 1: Nichia's Hovel



Scale: 1 square = 3 feet

Resident of Il Aluk, hm/hf, 0-Level: AC 10; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1–2 (punch); SW afraid of the Kargat; SZ M (5'8"); ML avg (10); Int avg (10); AL N.

The Kargat rough up the heroes, screaming abuses at them. Dozens of Il Aluk residents crowd around, forming a thick ring of people that traps the heroes at its center. The DM can allow this encounter to escalate into violence but should end any battles before the heroes are able to escape from the secret police (or before the police can seriously harm the heroes, as the case may be). When this time comes, read the following to the players:

The confrontation is interrupted as a soft yellow light illuminates the scene. The men who had been trying to arrest you step back and shield their eyes from the sudden illumination, which seems overbright after the utter darkness of the night.

During that frozen moment, an ancient crone hobbles out of the crowd of people that encircle you. Her face is a mass of wrinkles and her hair is white. She holds a lantern in one gnarled hand, a cane in the other. She is dressed in multiple layers of patched clothing and a dirty crocheted cap, but despite her poor appearance, those around her seem to be regarding her with respect that borders upon fear. A crow is perched on her shoulder; it utters a caw that rings loud in the sudden silence.

The elderly woman sizes you up with beady eyes and spits on the ground. Then she turns to the men who were accosting you and speaks to their leader.

"Release them," she says in a cackling voice. "They're coming with me."

She then turns and hobbles away. A single glance back over her shoulder indicates that she expects you to follow her.

The woman is Grandmother Nichia, a reclusive wizard whose neighbors believe her to be a powerful witch. Amazingly, the Kargat seem to hold her in high regard and show no intention of arresting her for so flagrantly displaying a light. They instead gesture for the heroes to follow her. Indeed, should the heroes refuse, the secret police prod them at sword point until they at last agree to follow the old woman to her home.

A Dream of Death

Grandmother Nichia lives in the poorer half of Il Aluk, that part of the city which lies north of the Vuchar River canal. Her home is a mere hovel, a tiny one-story building sandwiched between two larger tenement blocks.

She leads the heroes to this hovel in silence, ignoring both the startled cries of those who see her lantern and their whispered comments about "the witch woman and her evil doings." She also ignores any questions the heroes might ask her. Once they have entered her home, however, she begins to speak. Read the following to the players:

The elderly woman pushes open a door that squeaks on rusted hinges and motions you into a musty-smelling, low-ceilinged room. The fireplace is cold and there is little to cheer the place; the furni-

ture is threadbare and worn. From a back room comes the muffled sound of singing.

Setting the lantern down, the woman bars the door behind you and ensures that the curtains are closely drawn.

"We wouldn't want the dead looking in on us now, would we?" she says with a cackling laugh. "My dear departed husband, especially."

Lowering the crow that had been sitting on her shoulder onto a wooden perch in one corner of the room, the crone motions you to sit. "We must talk," she says. "There isn't much time."

The heroes should be given an opportunity to ask a few questions of Nichia at this point. They might want to know who she is or why her "pet" crow called them to this land. (Nichia herself cannot answer the latter question and merely shrugs. As far as she knows, Lenore has not left her side in days.)

The DM can draw from the information presented in Nichia's character description, having her reveal as much or as little of her background as the heroes' demeanor warrants. Eventually, however, she comes to the point. Read the players the following:

The old woman settles in a rocking chair, spits on the dirty floor, and regards you with a baleful eye.

"Yes, you're the ones," she says. "The ones I dreamed about. You brought the coffin to my door. I recognized you as I was lying inside it. I saw your dead faces peering down at me. Now here you are, and it's almost midnight. I guess that means I'm about to die."

She pauses to shake her head and then laughs. "At least I'll be comforted by the fact that all of my neighbors will die, too. There were coffins in front of their doors—each and every one!"

The crow in the corner echoes her words with a loud caw: "Every one!"

This rambling speech ought to give the heroes plenty to ask questions about. In answer, Nichia reveals that she had a nightmare one month ago. She remembers the last part of the dream in vivid detail: the sound of a clock striking the hour of midnight overlaid with the mocking laughter of Lord Azalin.

Her interpretation of the dream is that, on the night the heroes arrive in Il Aluk, all of its citizens (and the heroes as well) will be struck dead at the stroke of midnight by some magical force—unless the heroes do something in the next few hours to forestall this tragedy.

Nichia believes that the trigger for this dire event will be the Requiem. She tells the heroes that this midnight mass is being held in the Grim Fastness (a prison) rather than in the Temple of Eternal Penitence, its usual location. The service will be attended by Azalin, the "wizard" who rules Darkon. She believes that his presence is somehow connected with the evil that is about to unfold and that the only way to prevent death on a monumental scale is to somehow disrupt the Requiem.

At this point, she makes one last offer. Read the players the following:

> The crone pauses, then stares at you intently. "If any of your friends are killed or reduced to an unholy mockery of life, bring their bodies to this house. If the gods allow me to live through this night, I will restore life to them. If I'm cold and dead myself, search my home carefully, and you'll find something that will help.
>
> "In return, I ask for one promise: that you will protect and care for my son Goya, should he survive the foulness and corruption coming this evening."

The helpful item that Nichia is referring to is a *rod of resurrection* hidden inside a secret cupboard with her spellbooks. This magical item will become important later in the adventure, particularly if the DM doesn't want to trap the heroes in the world of the undead and plans to allow them to be immediately restored to life. The rod should not be described at this point, although a mental image of it can be obtained by reading Nichia's mind. For the moment, the rod remains hidden; it is concealed by a *non-detection* spell (cast by a friend of Nichia's, since the crone has no access to abjuration spells).

If the heroes sincerely promise to protect her son, they win Nichia's trust. She may even confide her membership in the Kargat and her hatred of that organization.

In any case, she tells the heroes that she can get them inside the Grim Fastness. She says that the Kargat have been instructed to enter the prison by a single door and to use no other door this night, otherwise they will be instantly slain. (She has no idea how or why.) This door is locked, but Nichia can open it with a *knock* spell. She urges the heroes to hurry to the Grim Fastness, for there is only a short time left before the stroke of midnight.

Before the heroes can depart, Goya wanders into the room to investigate the voices. Read the players the following:

> The singing coming from the back room stops and is replaced with the sound of heavy feet in the hallway. After a moment, a man peeks into the room. He is the size of a dwarf and has a hunched back, bowed legs, and arms that are so gnarled as to be virtually useless. His face is a twisted ruin with only one eye, and he wears a loose, white shirt that seems to hide some sort of chest deformity. He gestures at you and speaks to the crone in a timid voice: "Arr deez tha dree piple, muffer?"
>
> The elderly woman nods. "Yes. Off to bed with you now, Goya."
>
> The hunched figure refuses to be dismissed. Instead, he extends his gnarled hands to offer you something that looks like a gold watch fob on a chain.
>
> "Hir," he says. "Yuh nee fis."
>
> The crow echoes his words: "Need this! Need this!"

Goya is actually saying: "Are these the dream people, Mother?" and, "Here. You'll need this." The "watch fob" hangs from a chain and is set with a pale blue gem. It is a *medallion of ESP* that once belonged to Goya's father. Goya does not know that it is magical (his mind is too broken to register its effects), and Nichia has never seen it before.

This magical item has one unique quirk. While active, it causes the user's hair to stand on end and emit popping sparks. This effect is not harmful to the user in any way, but it can attract unwelcome attention.

If the heroes use the medallion inside the hovel, they can learn all about Nichia and her son from her thoughts. (The DM should summarize Nichia's history, presenting it as a stream of rambling thoughts.)

Goya reacts to the use of the magical item with panic. He tries to strike it out of the hero's hands using one of his tentacles.

This action may prompt the heroes to retaliate. If Goya is attacked, Nichia defends him. Only if diplomacy and restraint are used instead of brute force can the heroes can keep Nichia on their side as an ally.

Grandmother Nichia

8th-Level Wizard, Neutral

Armor Class	9 (6)	Str	8
Movement	12	Dex	15
Level/Hit Dice	8	Con	17
Hit Points	35	Int	16
THAC0	18	Wis	15
No. of Attacks	1	Cha	10
Damage/Attack	1d4+1 (cane)		
Special Attacks	spells		
Special Defenses	spells		
Magic Resistance	nil		

Grandmother Nichia is rumored to be a witch, and her appearance certainly lends credence to this belief. She appears to be extremely old with thin, white hair, wrinkled skin, and gnarled hands dotted with liver spots and warts. She peers out at the world from beady eyes, spits on the ground when something displeases her, and has a cantankerous and quarrelsome personality. She dresses in multiple layers of patched clothing and wears a tight-fitting crocheted cap. She leans heavily on a cane yet is able to jump with amazing agility when she wishes.

Background: Grandmother Nichia was once married to a powerful wizard. She did not realize the depths of her husband's depravity until the day that he conducted a magical experiment upon their only son, mutating the boy horribly. Nichia took her revenge by slowly poisoning her husband.

She then gathered up his spell books and moved to the poorer section of Il Aluk with her son, Goya. She taught herself to cast spells, specializing in the alteration school of magic. Her neighbors began to fear her and to whisper behind her back that she was a witch.

The Kargat soon learned of Nichia's magical abilities. They threatened to imprison her and turn her son out on the streets unless she became a spy for them. Knowing that Goya would be hunted down as a "monster" and killed by a mob if she were not there to protect him, Nichia consented. She proved such a capable informant that she was awarded the honorary title of officer and can now order about lesser Kargat with impunity.

Current Sketch: As a result of the information Nichia has provided to the Kargat, many innocent people have been arrested by the secret police and hauled off to the Grim Fastness, never to be seen again. Nichia is thus burdened with guilt and has been looking for a way to strike back at the Kargat.

Combat: Nichia avoids combat whenever possible, if necessary protecting herself with a *stoneskin* spell or using her *jump* and *fly* spells to flee from danger. She can also use *sleep* and *hold person* to immobilize opponents.

Those who are the victims of Nichia's alternation spells make their saving throws with a –1 penalty. When Nichia herself is the victim of an alteration spell, she makes her saving throw with a +1 bonus to the roll.

Spells: 1st—*affect normal fires, enlarge, find familiar, jump, sleep;* 2nd—*irritation, knock, levitate, shatter;* 3rd—*fly, hold person, item, slow;* 4th—*fear, polymorph other, stoneskin.*

Magical Items: Nichia's cane acts as a *staff of withering.* Those struck by it suffer 1d4+1 points of damage and are aged 10 years. Her crocheted cap is also magical; it acts as a +3 *ring of protection.*

Familiar: Nichia's familiar is Lenore, an intelligent crow who is in the habit of stealing small, shiny objects from around the neighborhood. When Lenore is present, Nichia gains a +1 bonus to surprise die rolls, due to her empathic link with the familiar.

Should Lenore be killed, Nichia must make a system shock check. A failed roll means that she dies also, while a successful roll means that she lives but permanently loses 1 point of Constitution.

Lenore (Crow Familiar): AC 7; MV 3 (hopping), Fl 30 (C); HD 1; hp 11; THAC0 20; #AT 1; 1 (wing buffet); SZ S (1' tall); ML steady (12); Int low (6); AL N; XP 7.

Notes: Lenore is as intelligent as a dog and has been taught to "speak" by mimicking human speech; she knows a number of simple phrases. Nichia uses Lenore to spy on people and can issue simple telepathic commands to the crow at distances of up to one mile. When in direct physical contact with Nichia, Lenore saves as an 8th-level wizard.

If separated from her mistress (at a greater distance than one mile) Lenore loses 1 hit point per day; when she reaches zero hit points, she dies.

Goya

Broken One, Neutral

Armor Class	7	Str	18
Movement	6	Dex	9
Level/Hit Dice	3	Con	18
Hit Points	23	Int	6
THAC0	17 (16)	Wis	6
No. of Attacks	1	Cha	8
Damage/Attack	1d6+2		
Special Attacks	strangulation		
Special Defenses	regeneration		
Magic Resistance	5%		

Goya is actually in his mid-50s but has a childlike appearance and stature due to the fact that he was mutated by magic when he was a mere boy. He stands about four feet tall and has a hunched back, bowed legs, and hands and arms that are so gnarled as to be virtually useless. His face is a twisted ruin with only one eye, and he is barely able to talk. Only his mother, Grandmother Nichia, can understand his slurred speech.

Goya wears patched trousers and a loose white shirt which is constantly pulsing. This is due to the fact that his chest is a mass of heaving tentacles. Occasionally one snakes out of the front of his shirt to grasp something, just as a hand would.

Background: Goya was an unwilling guinea pig in a magical experiment conducted by his father, a powerful master of alteration magic. The experiment backfired, breaking the boy's mind and giving him the body of a monster. After his father died of a "mysterious illness," Goya moved with his mother to this hovel.

Current Sketch: Goya is forbidden to leave the hovel unless accompanied by his mother. Nichia told him that the city is full of "monsters" that would harm him if he set foot outside without her protection. He does not realize that he himself is the monster.

Goya is a gentle fellow. He has always loved music and likes to sit in his room and sing songs that are only intelligible to himself. He is terribly afraid of magic and panics whenever it is used, attempting to either strike the spellcaster or break the magical item causing the effect. His mother is thus careful never to use magic in his presence.

Combat: Goya fights using his tentacles, which inflicts 1d6+2 points of damage. He can also use these to strangle by wrapping them around a victim's chest and squeezing. A victim must make a successful Dexterity check to wriggle free; any who fail automatically suffer 1d6 points of damage each round. One attempt to break free may be made per round. Anyone watching such an attack must make a horror check.

Due to the magic which infuses his body, Goya regenerates at a rate of 1 hit point per round.

Into the Grim Fastness

Unless the heroes have harmed or seriously offended Nichia, she leads them to the door that the Kargat have been instructed to use this night. If the heroes are on their own, they can discover which door this is simply by watching the prison; a number of priests of the Eternal Order are entering it through various doors on the second level, but the Kargat are using only the one in the back on the lower level. The heroes need only wait for a quiet moment, open this door with a knock spell or by

picking its lock, and then slip inside the basement of the prison.

If the heroes insist upon entering the Grim Fastness through another door, they face a grim fate. Azalin has inscribed a unique form of the *symbol* spell just down the hall from each of the entrances on level 2. This blade-shaped symbol instantly drains its victims of life force and, in the same moment, reanimates their lifeless husks as undead zombies completely under Azalin's control.

The drained life force is magically channelled to the crystal skulls that serve as the power source for the *doomsday device*. The zombies that are created in the process follow a silent summons, causing them to shuffle up to level 4 of the Grim Fastness, where they congregate around the *doomsday device*.

The Kargat know about the symbols. Indeed, they are gloating over the number of Eternal Order priests who have already been slain in this manner this evening. If the heroes use the *medallion of ESP* to read the minds of any of the secret police who are entering the prison, they can learn this grim news. Otherwise, the transformation to unlife just might come a little sooner for some heroes than for others.

When the heroes approach the Grim Fastness, read the following to the players:

The Grim Fastness dominates an entire city block. It is a structure of faceless gray granite that resembles nothing so much as a series of five stone blocks piled one on top of the other and topped with an off-white dome that caps the structure like a misshapen skull. A palpable aura of despair clings to the prison; surely those who are incarcerated here have lost every ounce of hope; they are broken spirits, merely existing rather than actually living.

On three sides of the building, wide staircases lead up to heavy doors through which small groups of robed figures are entering. Flanking these doors are identical statues of a woman holding a scale on which two human heads are balanced. The statues' faces are cruel in the extreme; they seem to be glaring at you in accusation as they point down into the street.

The dome that tops the building has two layers set one atop the other. Encircling the uppermost portion is a balcony that fronts four sets of door-sized windows. Between the windows are alcoves that hold statues of ugly, winged creatures that are poised on their haunches as if ready to take flight.

If the heroes enter through the back door on level 1, turn to **A Deadly Garden**, below. If the heroes enter through any of the doors on level 2, turn to **The Grim Harvest** on page 16. If the heroes have some means of flying or climbing and enter through one of the windows high overhead on level 7, turn to **A Bat in the Belfry**, on page 18.

The description of the rest of the Grim Fastness follows these three sections in **Exploring the Prison**, on page 19.

Aside from the basement, all areas of the prison are illuminated by lantern; the Kargat publicly enforce (but privately flaunt) the traditions of Darkest Night. Unless otherwise noted, all ceilings are 20 feet high, and all walls and floors are constructed of stone.

A Deadly Garden

The rear door leading to the lowermost level of the Grim Fastness is locked but should be relatively easy for an experienced thief to pick. Alternatively, the

heroes may be lucky enough to discover one of the secret entrances leading into the basement.

If Nichia has accompanied the heroes to the prison, she uses her *knock* spell to open the door for them but refuses to enter the building itself. She instead returns to her home, where she prepares to meet her doom at midnight. The heroes are on their own.

The Kargat do not bother guarding the basement; the deadly fungi that await inside it are quite capable of keeping intruders to a minimum.

Once the heroes enter the basement, read the following to the players:

> You have entered an immense, square room with damp stone walls. Waist-high mushrooms have sprouted from the dirt floor. They lend a fetid smell to the air and glow with an eerie green light.
>
> This faint illumination reveals the horror that lies at your feet. Everywhere you look, corpses litter the floor. Some are mere skeletons while others are bloated with decay and crawling with maggots. Still others appear quite fresh, blood is seeping from multiple wounds and abrasions. One or two twitch slightly and may still be alive. Whoever these wretches were or are, all are dressed the same, in shapeless trousers and shirts the color of ashes.
>
> At the center of the basement is a smaller enclosure with walls made of dull red brick. A steady rumbling noise comes from within. The interior of this enclosure is lit by lantern, through the windows you can see figures moving inside. Grime obscures the panes of glass however, making it impossible to make out details.

Heroes entering the basement must make a horror check upon seeing the hundred or so corpses that have been carelessly tossed here by the Kargat. All the bodies show clear evidence of torture and are in ghastly shape.

None of these victims is alive; those that are twitching slightly have been infested with violet fungi. These mindless fungi have grown inside the corpses, extending their branches

into the arms and legs of the body. These branches burst free of the limbs and lash out at any characters who venture within striking range (within five feet of an infested corpse). When this happens, read the following to the players:

> The man at your feet lets out a faint sigh. His arm twitches, as if to beckon aid from you. Then suddenly the arm splits in two with a sickly wet sound. A purple, ropy thing breaks free of the appendage and lashes out at you, spraying droplets of blood and some milky substance through the air as it blindly seeks you out. Now the entire corpse is heaving as something struggles to break free from within its confining flesh.

The sight of a violet fungus breaking out of a corpse is also cause for a horror check.

Unless the heroes pick a fortuitous path through the basement, they may be attacked several times. These subsequent attacks do not require horror checks.

The mushrooms in this room are quite harmless. They are nonpoisonous, a good source of food, and may be ingested without harm.

Violet Fungus: AC 7; MV 1; HD 3; hp 8 each; THAC0 16; #AT 1–4; Dmg flesh rot; SZ M (4′–6′); ML steady (12); Int non- (0); AL N; XP 175 each.

Notes: Each violet fungus, no matter what its size, has 1d4 branches with which it attacks. These are coated with a milky excretion that, upon a successful hit, causes flesh to rot unless a successful saving throw vs. poison is made. This rot can only be halted by using a *cure disease* spell or ingesting an *elixir of health*.

The Treadmill

The brick-walled enclosure at the center of the room contains a treadmill upon which prisoners are made to walk until they drop dead from exhaustion. This serves no purpose; it is merely a form of punishment. Currently, six wretches are chained here. They have been walking for several hours and are near collapse, but they are afraid to stop, despite the fact that the Kargat seem to have forgotten all about them.

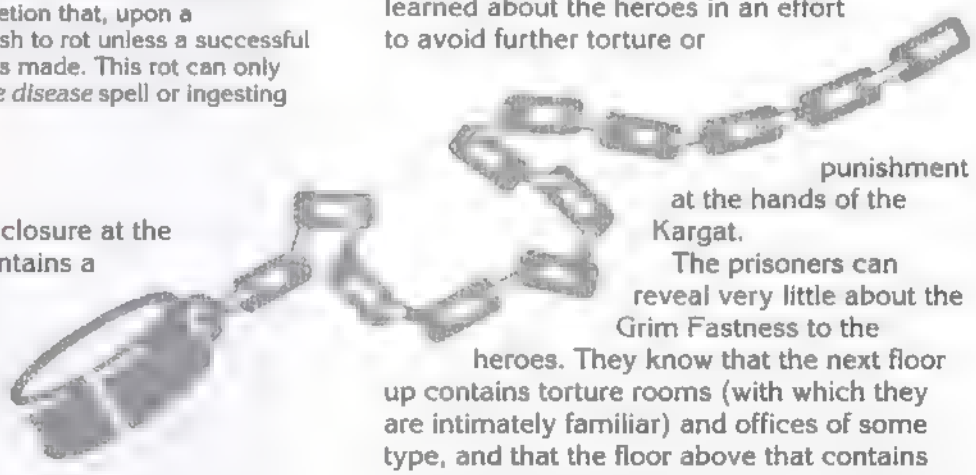
When the heroes enter the enclosure, read the following to the players:

> The brick wall encloses a flat, circular platform that has been set upon rollers so that it turns. Trudging upon this crude treadmill are six people in sweat-stained, shapeless gray clothes. Each has been shackled in place and marches wearily with head down and shoulders drooping. Only one of them has enough energy to look up at you with eyes that are flat and lifeless. His lips part to speak, but his voice is a mere whisper.
>
> "Please," he croaks. "Release us."

The prisoners are ordinary citizens of Il Aluk who have been incarcerated by the secret police on a variety of trumped-up charges. They initially believe the heroes to be members of the Kargat and are wary of offending them. They ask only that they be returned to their cells so that they can rest.

If the heroes identify themselves as opponents of the Kargat and offer a chance at escape, this opportunity is accepted with grateful tears. The prisoners are, however, very weak and will prove a burden to heroes who try to haul them along through the prison. They move slowly and need to lean against a hero in order to walk.

If later recaptured by the secret police, the prisoners reveal everything they have learned about the heroes in an effort to avoid further torture or punishment at the hands of the Kargat.



The prisoners can reveal very little about the Grim Fastness to the heroes. They know that the next floor up contains torture rooms (with which they are intimately familiar) and offices of some type, and that the floor above that contains prison cells. They believe that all of the secret police are mere mortals; they do not realize that the officers are lycanthropes. They can

give the name of the commanding officer of the Grim Fastness, Kristobal del Diego. They know that he can "persuade any man to commit any evil act" but have no idea that he is a vampire.

The prisoners are also vague on what is happening this night. They have lost track of time and do not even realize that this is Darkest Night. Once informed of this fact, they insist that the lantern that illuminates this area be immediately extinguished for fear that the spirits of the corpses in the basement will be attracted by its light.

Prisoner, hm/hf, 0-Level: AC 10; MV 6; hp 1 (normally 4); THAC0 20; #AT none (too weak); Dmg nil; SW afraid of the Kargat; SZ M (5'8"); ML unsteady (7); Int avg (10); AL N.

The Grim Harvest

If the heroes choose to enter the Grim Fastness through any of the doors on level 2, they will have the opportunity to witness the tail end of Azalin's "grim harvest" of life force. Now that his experiment is nearing fruition, the lich is sacrificing the Eternal Order priests; once he ascends to demilich status he will have no further need of them, so he might as well make use of them now. They are a better source of life force than the average citizen of Il Aluk, after all.

Azalin has arranged for tonight's Requiem to be held inside the Grim Fastness and has sent out word that he expects all of Il Aluk's priests to attend. As the members of the Eternal Order arrive, they are ushered by a member of the Kargat toward a staircase that leads to the upper floors of the prison. Forced to pass by one of the blade-shaped *symbol* spells that Azalin has inscribed in the hallways that lead to this staircase, they are instantly drained of all life force and reanimated as mindless zombies under the lich's control.

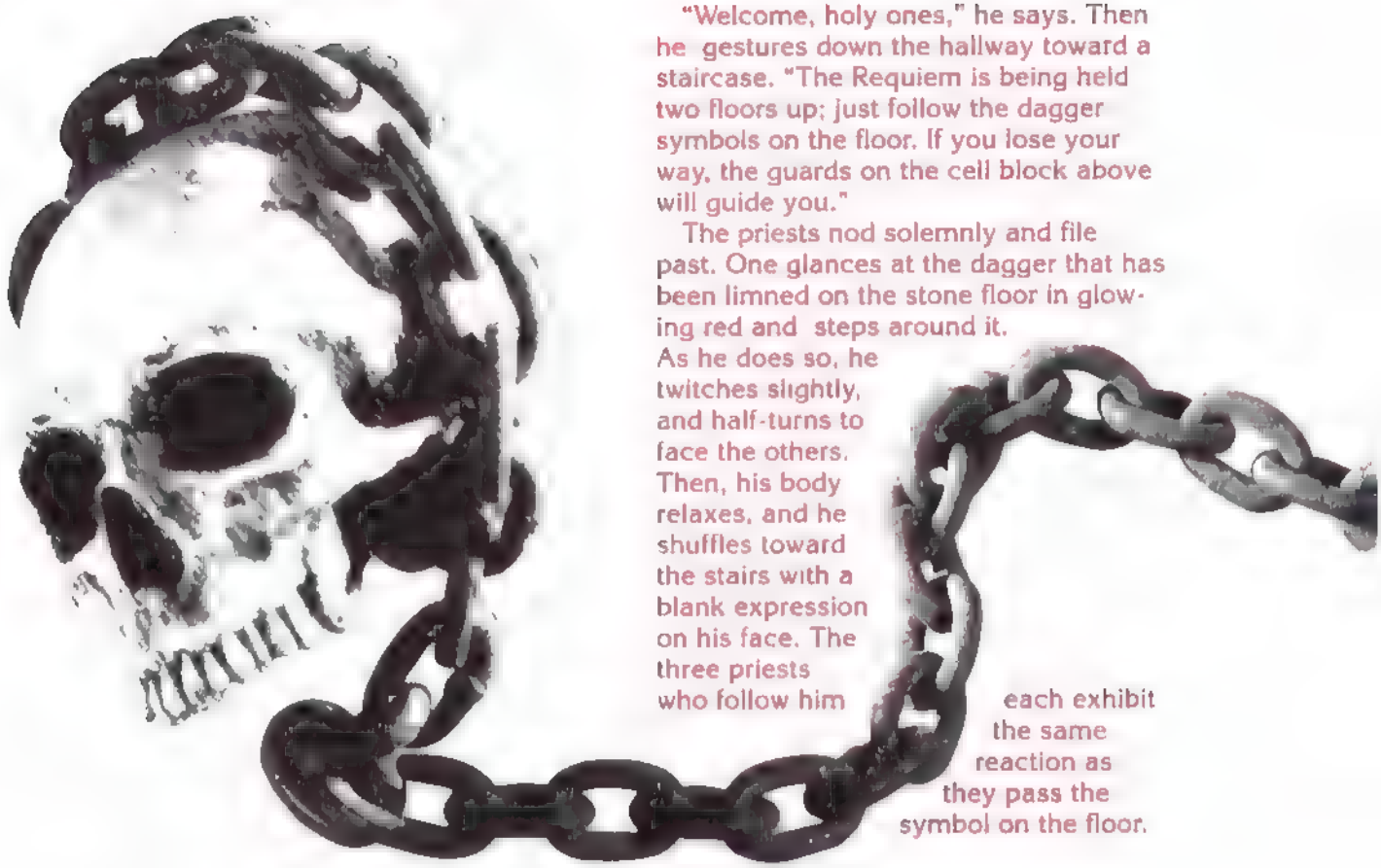
By the time the heroes arrive at the prison, most of the priests invited have already been transformed into zombies and are on level 4. Only a handful are straggling in late and have yet to be drained by the symbols.

If the heroes are observing any of the doors leading to level 2 from outside the prison, read the following to the players:

> Three men and one women file past you, headed toward the staircase that leads to the prison doors. All are dressed in black velvet robes upon which tiny white skulls have been embroidered. Suspended around the neck of each, on a gold chain, is a sickle with a golden blade.
>
> The woman speaks to her companions as they pass you: "Hurry, brethren, or we shall be late for the Requiem."

By using the *medallion of ESP*, the heroes can learn that these are priests of the Eternal Order and that they are intent upon attending the midnight service which is to be officiated by Lord Azalin, titular head of their church. They are puzzled as to why the Requiem is being held inside the Grim Fastness and wonder why some of their order have chosen not to attend.

Temple Priests, hm/f, P1, P2, P3: AC 9; MV 12; hp 7, 8, 13, 16; THAC0 20; #AT 1; Dmg 1d4 (dagger); SA spells; SZ M (5' to 5'10"); ML steady (11); Int avg (12); AL NE; XP 35, 35, 65, 120.



"Welcome, holy ones," he says. Then he gestures down the hallway toward a staircase. "The Requiem is being held two floors up; just follow the dagger symbols on the floor. If you lose your way, the guards on the cell block above will guide you."

The priests nod solemnly and file past. One glances at the dagger that has been limned on the stone floor in glowing red and steps around it. As he does so, he twitches slightly, and half-turns to face the others. Then, his body relaxes, and he shuffles toward the stairs with a blank expression on his face. The three priests who follow him each exhibit the same reaction as they pass the symbol on the floor.

P1 Spells: 1st—*cause light wounds* (reversed *cure light wounds*).

P2 Spells: as above, plus *darkness* (reversed *light*).

P3 Spells: as above, plus 2nd—*hold person*.

The heroes might try to enter the prison by attacking this group and stealing their robes and holy symbols (the sickles), or they might simply try to bluff their way into the Grim Fastness, claiming to also have been invited to attend the Requiem. In either case, just as the heroes reach the doors on level 2, another group of four priests pushes past them and demands to be let in first. The DM should use the statistics given above for this second group as well and should read the following to the players:

The priests are greeted at the door by a man in chain mail. He wears no uniform, but his authoritative manner makes it obvious that he is one of the prison guards.

Any hero foolish enough to pass the *symbol* after observing this warning sign must make a successful saving throw vs. death magic with a –4 penalty to avoid being instantly slain and reanimated into a mindless zombie. Heroes who fail become NPCs under the DM's control for the duration of the first half of this adventure. Only after the *doomsday device* has exploded do they return to the player's control.

Two Kargat members stand near entryway 3a, one more in 3b, and two more in 3c. If the heroes attack any of them, the others may hear the commotion and come running to their aid.

Kargat Lower Ranks, hm, 5th-Level Fighters (3): AC 5 (chain mail); MV 12; HD 5; hp 20 each; THAC0 16; #AT 1; Dmg 1d8 (sword); SZ M (6' tall); ML steady (11); Int avg (10); AL NE; XP 175 each.

The Kargat know about the *symbol* spells in the hallways and avoid them by means of secret doors in offices 5a and 5b that allow them to bypass these areas. If the heroes use

the *medallion of ESP* to read the minds of any of the secret police who are serving as "ushers," they can use this knowledge to also avoid the symbols, but they will need to get past the Kargat members who are stationed to prevent unauthorized access to these areas.

The zombies created by the symbols march directly up the stairs, through the cell block on level 3, and up the stairs to level 4, where they cluster around the *doomsday device*. If the heroes try to impede this movement in any way, the zombie priests immediately attack them.

Zombie Priests: AC 8; MV 6; HD 3; hp 12; THAC0 19; #AT 1; 1d4 (fist); SA unholy spit; SD immune to poison; MR immune to *charm*, *hold*, *sleep*, and death magic or cold-based spells; SZ M (5'8" tall); ML fanatic (20); Int non- (0); AL NE; XP 65.

Notes: As zombies, these undead priests move slowly and strike last on any combat round. Being mindless, they no longer have the ability to cast spells. If struck by holy water, a zombie priest suffers 2d4 points of damage. Due to their former lives as evil priests, the saliva of these zombies has turned into a semi-poisonous form of unholy water. The zombie priest can spit up to six feet; any character of good alignment hit by this saliva suffers 1d6 points of damage. Characters of neutral alignment suffer 1d4 points of damage while those of evil alignment suffer no ill effects.

A Bat in the Belfry

Should the heroes have some means of flying or climbing, they could choose to enter the Grim Fastness through one of the windows on level 7. Here they encounter Moira Debrie, a Kargat officer with a grudge against her commanding officer.

Read the following to the players as they reach the walkway that surrounds level 7:

> The balcony that surrounds the uppermost portion of the dome is buffeted by winds and slippery with a white substance that looks like bird dung. The statues that hunch in the alcoves seem to glare at you with malicious intent, but so far have not moved.
>
> Through the windows, you can see the interior of the dome, which has a floor that is laid out in a cross shape. A woman stands in this room near a hole in the floor. She holds a lit candle in one hand and a long-stemmed rose in the other. She seems to be hesitating beside the hole, as if she is uncertain whether or not to descend through it. Her expression is a mixture of determination and fear.

If the heroes use the *medallion of ESP* to read Moira's mind, they can learn that she is a Kargat officer. She holds a grudge against her commanding officer, Kristobal del Diego, for not promoting her. She knows that Kristobal is a vampire and that roses are his weakness. (See the description of Kristobal del Diego on page 23 for details.) She is trying to work up the courage to confront him with the rose in the hope of utilizing this weakness to gain the promotion she craves.

The heroes can also learn from Moira that Kristobal retired to his coffin after his strength was reduced during a confrontation with Death. Moira believes that he has only one coffin, and that it is located in room 14. She has obtained a key to this room. She does not realize that the coffin it contains is false and that Kristobal's true coffin is hidden elsewhere.

The four holes in the floor of level 7 lead to the corridor that surrounds room 14 on level 6. If the heroes are able to get past Moira (by either defeating her or simply waiting until she descends to the next level and enters room 14) they can gain access to the rest of the Grim Fastness.

Any confrontation with Moira is complicated by the colony of bats that has taken up residence in the dome. These hang quietly from the 40-foot-high ceiling but swarm around inside the dome if disturbed. If hard pressed by the heroes, Moira assumes bat form and disappears into their midst. She then warns the other Kargat of the heroes' intrusion.

Bats, Common (20): AC 8; MV 1, Fl 24 (B); HD 1/4; hp 2 each; THAC0 20; #AT 1; Dmg 1 (bite); SA swarm; SZ T (1' long); ML unreliable (3); Int animal (1); AL N; XP 15.

Notes: While the bats are swarming, a character attempting to cast spells must make a successful Wisdom check to be able to cast successfully. The bats also get in the way of those wielding weapons; attacks are made with a –2 penalty. The bats also have a 20% chance per round (noncumulative) of accidentally putting out any torches or candles that illuminate this area.

Moira Debrie, Kargat Officer (Werebat): AC 5; MV 9, Fl 15 (D); HD 4+2; hp 25; THAC0 17; #AT 3; Dmg 1d4/1d4/2d4 (claw/claw/bite); SA lycanthropy; SD can only be injured by silver or magical weapons; SW skullcap; SZ M (6' tall); ML steady (12); Int avg (10); AL NE; XP 420.

Notes: In human form, Moira relies upon weapons to attack and gets a single attack with her sword. In bat form, she also has a single attack which, if successful, inflicts 1 point of damage. In hybrid form, her claws do more damage (1d4 points). If both claw attacks are successful, Moira may attempt her more powerful bite attack. Those injured by her teeth or claws have a 2% chance per point of damage of contracting lycanthropy.

Exploring the Prison

Having entered the Grim Fastness, the heroes may explore the rest of the prison. This section describes all of the remaining areas except levels 4 and 5, which are described in **The Heart of Darkness** on page 24.

This exploration is not intended to take the form of a leisurely dungeon crawl; the DM should be constantly reminding the players that time is running out—that unless they can find Azalin by midnight and somehow interfere with the Requiem, they will all die.

The Grim Fastness is staffed by a total of 26 secret police (human fighters), four officers (all werebats) and one commanding officer (the vampire Kristobal del Diego, who is sleeping in his coffin in room 13b). The DM should keep track of any Kargat who are killed or otherwise eliminated, reducing these numbers accordingly.

Fourteen of the lower ranking Kargat are stationed at specific areas within the prison; these positions are indicated on the poster map. The others, and three of their officers, are wandering through the building attending to various tasks. The fourth officer (Moira Debrie) remains on level 6 or 7 until midnight.

For each turn that the heroes spend exploring the prison, there is a 10% chance (cumulative) that they are confronted by a group of 1d4 low-ranking Kargat. There is a 50% chance that a werebat officer is accompanying this group.

Kargat Lower Ranks, hm, 5th-Level Fighters (26): AC 5 (chain mail); MV 12; HD 5; hp 20 each; THAC0 16; #AT 1; Dmg 1d8 (sword); SZ M (6' tall); ML steady (11); Int avg (10); AL NE; XP 175 each.

Kargat Officers (Werebats): AC 5; MV 9, Fl 15 (D); HD 4+2; hp 25 each; THAC0 17; #AT 3; Dmg 1d4/1d4/2d4 (claw/claw/bite); SA lycanthropy; SD can only be injured by silver or magical weapons; SW skullcap; SZ M (6' tall); ML steady (12); Int avg (10); AL NE; XP 420 each.

Notes: In human form, the officers rely upon weapons to attack and get single attacks with their swords. In bat form, they also have single attacks which, if successful, inflict 1 point of damage. In hybrid form, their claws do more damage (1d4 points). If both claw attacks are successful, the officers may attempt their more powerful bite attack. Those injured by their teeth or claws have a 2% chance per point of damage of contracting lycanthropy.

Level 2

Rooms 4a/b: Torture Rooms

The walls and floor of this foul-smelling room are crusted with dried blood, yet the windows that line the side wall have been kept scrupulously clean. The room itself is filled with the tools of torture, including racks, smoking braziers that hold red-hot pokers, buckets of dirty water, and various cutting implements.

Strapped to tables near the center of the room are three humans. Their shapeless gray clothes have been torn open; the flesh beneath is bruised and bloody. Some have broken limbs. They peer at you with tear-filled eyes, silently pleading for release from their agony.

The prisoners are citizens of Il Aluk who have been arrested by the secret police for a variety of "crimes." They initially believe the heroes to be members of the Kargat and cringe at the thought of facing further tortures at their hands.

If the heroes identify themselves as friends and offer to help the prisoners escape, this offer is accepted with gratitude. The prisoners are, however, very weak and will prove to be a burden to heroes. They move slowly and need to lean against someone else in order to walk. If later recaptured by the secret police, they reveal everything they have learned about the heroes in an effort to avoid further torture.

The prisoners can reveal very little about the layout of the Grim Fastness except that the next floor up contains prison cells. They know that the floor above that was gutted four months ago (they were taken from their cells and forced to perform this heavy work) and that something has been constructed there. They also know that Azalin is within the prison, preparing for tonight's Requiem service; their torturers rushed off to meet him some time ago, leaving their victims behind.

Prisoner, hm/hf, 0-Level: AC 10; MV 6; hp 1 (normally 4); THAC0 20; #AT none (too weak); Dmg nil; SW afraid of the Kargat; SZ M (5'8"); ML unsteady (7); Int avg (10); AL N.

Rooms 5a/b: Offices

Several roll-top desks and tables are crammed into this room, their surfaces covered with untidy heaps of paper. Most are quite dusty; it appears as though the records that are kept in this office have not been consulted for some time. One table, however, has been swept clean of debris; a single sheet of paper lies upon it.

The files kept here include records of arrests, prisoner deaths (prisoners are almost never released from the Grim Fastness), and gruesomely detailed accounts of the tortures inflicted by the Kargat. None of these documents is dated more recently than four months ago, the time that Azalin ordered the middle two floors of the prison gutted so that he could begin constructing the *doomsday device* inside it.

The paper on the clean desk in is an order to the lower ranks who serve in the Grim Fastness. The DM can read the following to the players (the first order is located in room 5a; the second in room 5b):

Standing Order #204:
Priests of the Eternal Order are to be conducted along the hallways marked with Lord Azalin's blade symbols. Any who refuse are to be forced past these marks at sword point. The priests are then to be kept in the Experiment Hall until midnight, when the doomsday device is to be activated.
All members of the Kargat are also to assemble in the Experiment Hall at midnight. There are to be no exceptions; attendance at the Requiem is mandatory. May we all be transformed, along with our lord, into creatures of greater glory!
by order of Kristobal del Diego

Standing Order #203:
My most trusted assistant, the creature calling itself Death, is to be allowed free access to any part of the Grim Fastness in the furtherance of its duties. It is likewise permitted to use the prisoners as it sees fit, in recognition of its service in testing the prototype of the doomsday device. Its orders supersede those of Commander Kristobal del Diego, and are to be obeyed as if they were my own.
by order of Lord Azalin

Room 6: Treasury

A low ranking Kargat stands guard just outside the secret door that leads to this room. If the heroes use the *medallion of ESP*, they can learn that he is guarding a treasury and that the secret door can be opened by pressing on a series of three pressure points on the wall behind him. The guard is mentally debating whether or not to steal from the treasury. His crime would likely go undiscovered in the excitement of the events surrounding Darkest Night.

The treasury contains the following: 50,000 cp; 18,000 sp; 8,200 gp; 40 gems (including a *gem of brightness*); 22 art objects; and 19 pieces of jewelry (including a *ring of chameleon power* and a *ring of human influence*).

Without a *detect magic* spell, sorting through this treasure for magical items will take some time. Greedy heroes who try to carry too much of the treasure away with them before completing the adventure will also slow themselves down.

Rooms 7a/b: Weapons Rooms

These are the armories of the Grim Fastness. They contain extra suits of chain mail and a wide assortment of normal weapons, including swords, daggers, and shields. There is a single cursed magical item in each weapons room: a *–2 cursed sword* in room 7a; and a *+2 cursed backstabber dagger* (which functions in the same manner as a *cursed backbiter spear*) in room 7b. There is also one useful magical item in 7b: a *net of entrapment.*

Room 8: Barracks

This is where the lower ranks of the Kargat sleep when they are not out on patrol. (There are, of course, innumerable other Kargat members within Il Aluk who work undercover and do not reside within the Grim Fastness.)

The barracks contains 26 cots and has walls studded with pegs on which clothing and other mundane equipment has been hung. If the heroes spend time searching this room, they may find individual treasures hidden under a mattress or in a coat pocket. For each turn spent searching, the heroes find 2d10 sp and also have a 20% chance (cumulative) of finding a single expendable magical item. The DM can choose between a *potion of healing*, an *elixir of health*, and a *scroll of protection from lycanthropes.* If the heroes did not accept the medallion Goya offered them, the DM may at this point wish to also give them a *potion of ESP.*

Level 3

Rooms 9a–z: Cells

The air on this floor is foul with the smell of unwashed bodies and heavy with the sounds of human misery. This entire area is given over to drafty prison cells, each filled with three or four wretches wearing shapeless gray clothing. Some grasp the bars of their cells and cry out for mercy or justice while others have given up hope and merely lie on the cold stone floor staring at the mold-encrusted walls, clutching ragged blankets to themselves.

Just over 100 prisoners are crammed into the 26 cells on this floor of the Grim Fastness. All but a few, who were arrested quite recently, are very ill, having existed on a diet of mushrooms and water for several months. Those who protested were punished on the treadmill or tortured. Those who died were dragged down to the basement and left to rot.

Five low ranking Kargat are stationed on this floor. Two are guarding the prisoners (and have keys to the cells) while the other three (those closest to the staircases) are ensuring that the zombie priests coming up from level 2 make their way through this area to the floor above.

Just as the heroes enter the cell block, the guards are distracted by the arrival of Death, who has come to sup on the life force of the prisoners. Read the following to the players:

The guards in this area suddenly jerk to attention, as if in the presence of an officer. Their eyes dart about, as if trying to locate the invisible presence that has silently called them to attention.

Now you too can feel it, a shiver of cold air, a prickling at the back of the neck. In another moment, you can see the source of these sensations. Drifting through the air between the prison cells, leaving a trail of cold ashes in its wake, is an eerie figure. It resembles nothing so much as the grim reaper, a ghostly figure with skeletal head and hands, wearing a long gray cloak that is as insubstantial as shadow. An ember-bright glow burns in each of the skull's eye sockets as the creature looks about the room.

It gestures to one of the guards, who fumbles for his keys and opens one of the cells. The three prisoners inside it scuttle to the back of their cell and cower as the figure glides silently toward them. They start to scream as it reaches out for each of them in turn. One by one, the screams fall silent, only to be replaced by an echoing laughter as cold as the grave.

For a complete description of Death's background and abilities, see page 61.

Catching a glimpse of Death is cause for the heroes to make a fear check. Fortunately for those who fail, Death also has this effect on the prisoners. Immediately following Death's mocking laughter, the entire cell block breaks into a frenzy of noise and activity as prisoners scream, run like crazed animals in their cages, or throw things from their cells in a panic. Death ignores this bedlam, silently drifting back up the stairs to level 4.

At the DM's discretion, the five Kargat themselves may have to make fear checks. Those who fail are unnerved and run downstairs to cower on level 2.

The heroes may feel honor-bound to free the prisoners. Doing so, however, will take time. It also burdens the heroes with a large number of NPCs who are too weak to walk out of the Grim Fastness on their own.

Prisoners, hm/hf, 0-Level: AC 10; MV 6; hp 1–4; THAC0 20; #AT none (too weak) or 1; Dmg nil; SW afraid of the Kargat; SZ M (5'8"); ML unsteady (7); Int avg (10); AL N.

Level 6

Rooms 12a–d: Officers' Bedrooms

Each of these rooms houses one of the werebats who serves as an officer within the Grim Fastness. Each is furnished in a similar fashion, with a comfortable bed, wardrobe, couch, writing table, and chair.

If the heroes spend time searching these rooms, they may find individual treasures hidden inside a wardrobe or under a mattress. The heroes find 2d10 gp, and also have a 20% chance (cumulative) per turn spent searching of finding a single magical item per room. The DM can choose between the following: *potion of healing, elixir of health, scroll of protection from magic, scroll of protection from undead,* or any magical boots or cloak.

Conducting these searches, however, will slow the heroes down. The DM should remind them that the clock is ticking toward midnight.

Rooms 13a/b: Secret Chambers

These rooms were constructed by Kristobal del Diego, commander of the Grim Fastness; only he knows of their existence. He uses them as a hiding place for his true coffin (which he is currently sleeping in). The coffin is in room 13b, while room 13a stands empty. The description below is thus of room 13b:

> This dark and musty room contains but a single object: a coffin made of black wood that has been polished to a high gloss. The lid of the coffin is open, revealing a plush, interior lined with red velvet. Lying inside it, arms folded across his chest and hands clenched tight around a medallion of some sort, is a corpse with pale skin and dark hair tied in a braid. A moustache and goatee frame his sensuous lips.
>
> The corpse is dressed in tailored clothing that appears to be both expensive and new. He wears black pants, high black leather boots that are buffed to a bright shine, and a crimson shirt. Tucked into one buttonhole of the shirt is a withered rose that has long since faded to a dull black.

Earlier this evening, Kristobal confronted Death, accusing the creature of trying to usurp command of the Grim Fastness. Death's response was to teach the vampire a lesson by laying a skeletal hand upon him. Kristobal survived but was reduced to half his former strength. He immediately retreated to his coffin to contemplate his revenge.

If the heroes use the *medallion of ESP* on Kristobal, they can learn of this confrontation. Kristobal can think of nothing else.

Due to his heightened senses, Kristobal immediately awakens the moment anyone enters this room. He feigns sleep, however, in an attempt to lure potential enemies into a false sense of security.

If the heroes make any threatening moves, Kristobal deals with them harshly. At best, he immobilizes them, strips them of all equipment, and incarcerates them in a cell on level 3. At worst, he simply decides to kill them. He then moves his coffin to its alternate hiding place in room 13a.

If the heroes are clever, they may attempt to strike a bargain with Kristobal, perhaps offering to help him take his revenge upon Death. Kristobal, of course, betrays the heroes once they have served this purpose. In the meantime, however, he can prove a valuable ally, since he still commands the Kargat.

The DM should try to ensure that Kristobal survives this encounter (and the events that follow, when the *doomsday device* is activated) since he appears later in this adventure. If seriously challenged, he assumes gaseous form and escapes.

Kristobal del Diego

Mature Vampire, Neutral Evil

Armor Class	1	Str	19
Movement	12	Dex	17
Level/Hit Dice	5 (9+3)	Con	16
Hit Points	21 (42)	Int	16
THAC0	11 (9)	Wis	15
No. of Attacks	1	Cha	15
Damage/Attack	1d6+4		
Special Attacks	charm gaze, energy drain		
Special Defenses	can only be hit by magical weapons, regeneration, immune to poison and paralysis, half damage from cold or electricity		
Magic Resistance	immune to *charm*, *hold*, and *sleep* spells		

Kristobal is the commander of the Grim Fastness and wears as his badge of office a fist-sized, black iron skull with ruby eyes, hung on a heavy gold chain. He dresses in high black boots, black pants, and a crimson shirt.

Kristobal has pale skin and dark hair which he wears tied back in a neat braid. His sensuous lips are framed by a moustache and goatee. His eyes are a pale gray, yet shine with glittering intensity. He has two affectations: He wears in his lapel a faded black rose (which no longer has any scent), and he has had his elongated eye teeth capped with gold.

Background: Kristobal originally lived in Rivalis and succumbed to the affliction of vampirism there. Originally a horticulturalist, he was accosted by a female vampire in the public rose garden late one night. Although he never saw her again, whenever he smells roses, he remembers her delicious embrace. He wears the black rose in her memory.

Current Sketch: Kristobal's favorite time of

day used to be dawn; he loved to watch the kiss of the sun awakening the flowers he so carefully tended. He retains a lingering bitterness that this joy is now denied him.

After his recruitment by the Kargat, he turned to other "pleasures." He now enjoys growing violet fungi inside the bodies of those killed by the secret police. Having risen to a position of command, he has turned the basement of the Grim Fastness into a gruesome "garden" and enjoys puttering there by the dark of night when his duties do not call him elsewhere.

As commander of the Grim Fastness, Kristobal has hand-picked the officers who serve under him; all four are werebats.

Combat: Kristobal's Hit Dice and hit points have been reduced by his run-in with Death, which drained the vampire of half of his life energy. (The figures in parenthesis are his original statistics.) Kristobal was weakened by this confrontation, but he still maintains all of the powers described below.

By merely touching an opponent, Kristobal can drain two life energy levels, due to his connection with the Negative Energy Plane.

Kristobal regenerates at a rate of 3 hit points per round. He can instantly heal to full hit points once per 24-hour period by changing from human to bat form, or from bat to human. During the round in which this transformation is taking place, Kristobal has an Armor Class of 5 and suffers a –1 penalty to his saving throws.

If reduced to zero hit points, Kristobal is forced to assume gaseous form. If able to reach his coffin within 12 turns, he can, after eight hours of rest, reassume corporeal form. Kristobal is also able to assume gaseous form at will.

Kristobal can *charm* others merely by gazing into their eyes. The victim may attempt a saving throw vs. spell, but suffers a –2 penalty.

Special Abilities: Kristobal can, at will, summon 10d10 normal bats to his side. They arrive in 2d6 rounds and fly in a swarm around him, getting in the way of opponents and interfering with their attacks. He also has the ability to *spider climb* at will.

Bat Form: AC 2; MV Fl 18 (C); HD 9+3; hp 42; THAC0 11; #AT 1; Dmg 3d12 (bite); SD can only be hit by magical weapons, regeneration; SZ M (6'); ML champion (16); Int exceptional (16); AL CE.

Notes: Due to Kristobal's high maneuverability when flying, any opponent firing a missile at him suffers a –3 penalty to his attack roll.

Weaknesses: Kristobal is one of very few vampires who are not repulsed by the odor of garlic. He does, however, recoil from a strongly presented holy symbol or mirror. The touch of a holy symbol or holy water inflicts 1d6+1 hit points of damage upon him.

Kristobal's greatest weakness is his attraction to the smell of roses. When he smells their sweet perfume he must make a successful saving throw vs. spell or succumb to an effect much like a *hypnotism* spell for 1d4+1 rounds. While in this state he is susceptible to a single, reasonable-sounding request. After an initial exposure to the smell of roses, he becomes partially immune and automatically succeeds in subsequent saving throws against this effect for the next 1d4+1 hours.

Room 14: False Coffin

This dark and musty room contains but a single object: a coffin made of black wood that has been polished to a high gloss. A thin layer of dust coats its surface.

Kristobal has taken great pains to allow his officers to "discover" the location of his coffin, leading them to believe that this is where he retires during the day. In fact, this coffin is merely a prop.

If the heroes have come to this room in the company of Moira Debrie, the Kargat officer expresses surprise and dismay at finding the coffin empty. She is utterly baffled as to where her commanding officer might be; she still believes this to be his true coffin and assumes that he must be elsewhere in the Grim Fastness, perhaps finding solace tending his fungi in the basement.

The Heart of Darkness

However long they take to explore the Grim Fastness, when the heroes at last make their way to level 4 or level 5 of the prison, midnight is almost upon them. The lich Azalin has put the finishing touches upon the *doomsday device* and has

climbed inside it; Death is now busy sealing its lid. The zombie priests whose life energy was stolen by the *symbol* spells cluster around the base of the *doomsday device*, chanting the prayers of the Requiem.

If they entered the Grim Fastness from level 1 or 2, the heroes needed to sneak past or eliminate the Kargat on level 4. Fortunately, there was enough chanting going on to cover the sounds of all but the noisiest of battles.

Alternatively, the heroes could have entered from level 7 and be peering down upon the scene from level 5. The central section of this floor has been gutted, but a narrow ledge was left around the outside edges to connect the staircases that lead up and down from this area. These ledges have a number of cracks in them and may collapse unless the heroes move along them carefully. If the heroes move across a ledge without taking any precautions, there is a 10% (rolled once for each character making the crossing) that a portion of it collapses, causing this character to fall 25 feet to the floor below. This event is certain to attract the attention of the zombie priests clustered below, not to mention that of Azalin and Death. The character faces a gruesome battle to escape from the middle of a tightly packed crowd of undead.

Total ceiling height in the open area that connects level 4 and level 5 is 50 feet. The crystal skulls stacked around the outside of this room reach a height of 25 feet (the top of the pile is even with the ledge on level 5) and form arches over the entryways on level 4. The *doomsday device* itself stands 40 feet high while the skulls piled around its base reach a height of 10 feet.

Read the following to the players when they first approach the area in which the *doomsday device* is housed:

> You hear a loud chanting, the droning of dozens of voices, all of them monotonous and utterly devoid of emotion. It is just possible to make out a few of the passages:
>
> "Now approaches midnight, the hour of unbalance. We lift up our hands to praise the dead on this darkest night, to keep them in their rightful place. Let them not claim the land of the living! May this Requiem hold them fast for another year. Offer up your prayers to the gods of Death, lest those who molder in the ground arise and claim your immortal spirits . . . ."
>
> The prayer is overlaid with odd crackling sounds, as if something were on fire. You can also hear an occasional popping noise that sounds like an electrical spark. The smell of burned blood hangs heavy in the air.

When the heroes get into a position to look into this area, add the following:

> A disturbing scene meets your eyes as you peer into the open heart of the Grim Fastness. A cavernous space has been cleared at the center of the prison, and a strange device has been erected.
>
> The device is made of glass and gold and is shaped like a gigantic hourglass. Its base is ringed with a stack of skulls that appear to have been carved from crystal. Inside each is a flickering red flame whose convulsions lend it the appearance of a tortured face, its mouth distended in an eternal and endless scream of agony.
>
> Hundreds of crystal skulls also line the walls of this area. They are stacked dozens deep and form arches over the four exits on the lower floor that lead away from this area.
>
> Each of the skulls is connected to the hourglass by a pair of heavy gold wires that run from the eye sockets of the skull to the base of the hourglass. Sparks crackle and flow along these wires in slow, throbbing pulses reminiscent of the beating of a heart. With each pulse, a faint red flame in the bottom of the hourglass grows larger and brighter.
>
> Clustered tightly around the hourglass, peering up at it as they chant their prayers, are dozens of priests. All are dressed in black velvet robes embroidered with tiny white skulls, and each wears a small sickle with a golden blade on a chain around his neck.
>
> The priests chant unintelligible words, their upturned faces showing an unnatural pallor and a complete lack of emotion. Clearly these men and women are no longer among the living. They stand

rooted in place, staring fixedly at the device as if devoid of wills of their own.

Inside the upper portion of the hourglass a grim-looking figure is suspended. It is a creature of jutting white bone overlaid with desiccated flesh, wearing a black cape with blood-red trim. Its eye sockets are black and empty, save for pinpoints of red that glow deep within. On its head is a heavy crown of black iron set with a single, large gem.

This withered husk of a man is very much alive. Although he floats in place within the upper half of the hourglass, he does not remain still. Instead he looks toward the top of the device, gesturing at an equally grim looking figure there.

This second creature has an appearance that is, if anything, even more unnerving. Its body seems to be made entirely of shadow and mist except for its skeletal hands. Hanging where its head should be is a grinning skull whose black eyesockets are illuminated by a dull red glow. Drifting down from its robelike body is a steady trickle of gray ash.

This creature has just closed the lid on the hourglass device, trapping the desiccated figure inside. It is in the process of tightening the clamps that will hold the lid in place.

If the heroes are merely passing through this area on their way to accomplish some task on a floor above or below this one, the DM may wish to delay the arrival of midnight (and the climactic confrontation with Azalin's minions). When the heroes are ready for the final confrontation, the DM should read the following to the players:

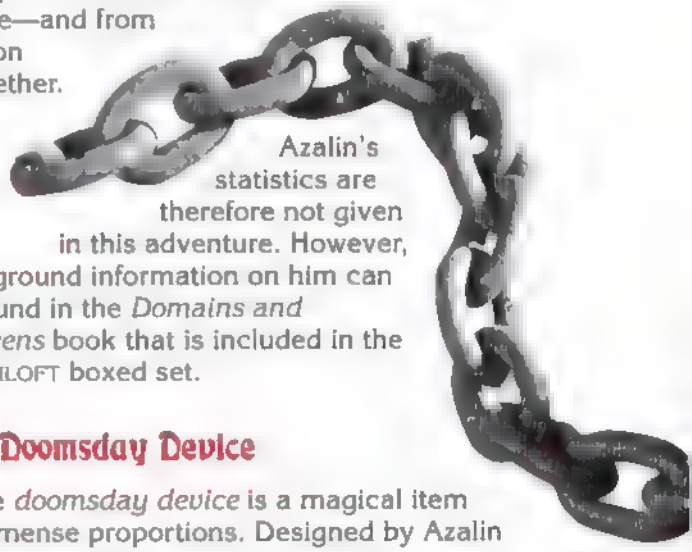
Suddenly, the room falls utterly silent. The undead priests cease their monotonous prayer. All that can be heard is the dull roar of the flames within the crystal skulls and the occasional burst of electricity as a pulse of energy courses through the golden wires.

As one, the priests open their mouths. They begin to slowly chant a single word, over and over again: "Doom! Doom! Doom! Doom!" At the same time, you hear the distant tolling of a clock that is striking the hour of midnight.

Inside the hourglass, the undead figure in crown and cape throws wide his hands and grins in silent glee as the flame in the lower half of the device pulses in time with the chanting, rising ever higher. Now a tongue of the flame has reached the center of the hourglass, licking up toward the figure trapped within.

The figure inside the hourglass is Azalin; the one on top is Death. Recognizing either is cause for the heroes to make a fear check.

The lich has just been sealed inside the *doomsday device* by his minion and, due to the device's multiple protections, is completely unaffected by anything the heroes might do. Azalin does not attempt to interact with the heroes in any way; he knows that they have arrived too late to halt his transformation and, thus, ignores them. Instead, he revels in the surge of life force that is sweeping through the *doomsday device*, which he presumes is transforming him into a demilich. In a short time, this flamelike energy completely engulfs him. He disappears from within the device—and from Darkon altogether.



Azalin's statistics are therefore not given in this adventure. However, background information on him can be found in the *Domains and Denizens* book that is included in the RAVENLOFT boxed set.

The Doomsday Device

The *doomsday device* is a magical item of immense proportions. Designed by Azalin to turn himself into a demilich, its precise workings and the spells that empower it are a secret known only to the lich, and so are not described herein.

The device is powered by life force that was stolen from living creatures and stored in hundreds of crystal skulls. In the adventures

Death Unchained and *Death Ascendant*, each of these skulls was protected by a series of spells which had to be *dispelled* before the skull could be struck with weapons or harmed with spells. Due to the large number of crystals skulls necessary for Azalin's plans, the ones encountered in this adventure are less well protected.

Each crystal skull is protected by a weaker version of an *avoidance* spell, one that allows a character to approach as close as he likes, but not actually touch the skulls. Any living creature attempting to touch the skull or strike it with a hand-held weapon must first make a successful saving throw vs. spell. This saving throw is not required, however, for casting spells at a skull from a distance or attacking it with missile weapons.

The only other protection is that the skulls can only be damaged by magical weapons. Normal weapons bounce harmlessly off them.

A crystal skull may either be broken open by magic (a *shatter* spell, for example) or by inflicting 12 or more points of damage on it with a magical weapon. The skull then releases the life forces it holds in a burst of flame, sparks, and flying glass. This explosion hurls shards of crystal everywhere. Any character within five feet of a skull when it is broken open suffers 1d6 points of damage from flying debris.

The *doomsday device* itself is protected by more powerful magic. It is immune to destructive spells and magical effects as if it were protected by a permanent *globe of invulnerability*, one with the ability to prevent even high-level spells from penetrating. The machine is also impervious to damage from weapons—even magical ones. These protections are impossible to negate except through the powerful *wish* spell.

In the end, even if the clamps on top of the device are not completely tightened by Death, the device still performs its transformation of Azalin. There is no "crack" in the lid of the hourglass for spells or attacks to penetrate; the clamps that Death has already tightened have effectively sealed the lid in place.

A Battle to the Death

Not realizing that they have arrived too late to do anything to prevent the transformation that is under way (a fact that the DM should hide from the players), the heroes will probably want to try to shut down or destroy the *doomsday device*. Any hostile actions they take are countered by the Kargat, who are utterly loyal to Azalin and who move into position to defend their lord regardless of any misgivings they might have about the *doomsday device* itself. The heroes face a showdown with any Kargat who remain alive, including both the lower ranks and the werebat officers.

The vampire Kristobal del Diego leaves his coffin and joins the others here at midnight. At first he appears to be yet another opponent battling the heroes, but turns into an unexpected ally by attacking Death in an effort to extract revenge upon the creature that so diminished him. He may even (at the DM's discretion) have figured out Death's secret weakness and may use an object associated with birth to drive Death away. He does not, however, attack any of the Kargat.

Kristobal flees if his life is seriously threatened. (Once again, the DM should attempt to ensure that he survives.)

The zombie priests mostly ignore the heroes, since Azalin is too distracted to bother to order them to attack. They merely chant the word "Doom!" twelve times and then fall silent. Only if the DM feels that the heroes are having too easy a time of it should they attack with their poison spittle. They do, however, get in the way of any battles that take place around the base of the *doomsday device*; heroes trying to reach the machine must push their way through a throng of undead.

Death also ignores any battle that might erupt, instead concentrating on tightening the last of the clamps that hold the lid of the hourglass in place. Death can, of course, respond to any personal threats by extending a hand to touch and drain life force from any opponent who gets too close or who poses too serious a challenge. Once the last clamp is tightened, however, Death is free to react to any attack by Kristobal or the heroes.

A full description of Death can be found on page 61.

The Toll of Midnight

The timing of the climax of the battle described above is entirely at the discretion of the DM. Ideally, it should be witnessed by all of the heroes. It should thus come at a moment when the heroes have not yet been killed (or when only one or two have been killed) but when they are hard pressed and feel as though they are on the verge of losing the battle and their lives.

When the time is right, read the following to the players:

> The dull roar of flames and the red glow that illuminates this area are coming from a new direction now. All around you, the flames have died down within the crystal skulls. Instead of a multitude of lights, there is a single, red-hot flame pulsing within the hourglass-shaped device. This twisting spire of fire climbs ever higher until it entirely fills the upper half of the device. It is now impossible to see the desiccated, undead figure that presumably is still suspended within that inferno of pulsating light.
>
> Suddenly, the red light shrinks to a tiny pinpoint, revealing the hourglass to be utterly empty. Then, faster than the eye can blink, it expands with tremendous force. The hourglass shatters, sending pieces of glass flying through the air. At the same moment, the crystal skulls explode around you in an convulsive, mind-shattering roar.
>
> A wall of utter darkness sweeps out of the hourglass, rushing toward you with the force of a breaking wave. The air is forced from your lungs as it hits, the utter chill of that dark force sends excruciating pain through every fiber of your body. Wracked with pain, you can only watch as the building surrounding you explodes. Pieces of masonry and chunks of stone fly outward in every direction into the utter blackness of the night as the prison that surrounds you is torn to pieces.
>
> For a moment, all is silent and still. Then darkness overtakes you, and you know no more.

Azalin's schemes have born fruit; the *doomsday device* has served its purpose. No one may ever know if Azalin's plan to ascend to demilich status was successful; he was simply swallowed by the flames, perhaps never to be seen again.

The *doomsday device*, however, did have at least one quantifiable result: the explosion and wall of blackness which swept over the heroes. Whether or not this was a planned function of the device is a question that cannot be answered. Still, it is the result which will have the most widely-felt impact on the denizens of this domain and, indeed, the entire demiplane.

The wall of blackness was, in fact, a wave of power from the Negative Energy Plane. It exploded from the *doomsday device* and rushed across the breadth of Darkon, passing through and subtly altering everything in its path. The immediate changes to the characters (and the city they are in) are described in the next section. For complete details of the effects wrought by this wave of negative energy, see the *Necropolis* book included in this boxed set.

From Life to Unlife

And, friends, dear friends when it shall be
That this low breath is gone from me,
And round my bier ye come to weep,
Let one, most loving of you all,
Say, Not a tear must o'er her fall

Elizabeth Barrett Browning

The heroes have just witnessed, a little too close for comfort, the climax of Azalin's evil experiment. When the *doomsday device* exploded, their bodies were horribly damaged, and everyone was killed. The DM should drive this point home to the players; the heroes are dead, nothing can be done to revive them. Or so it seems.

In fact, the wave of blackness that the heroes saw coming out of the exploding *doomsday device* was a shock wave from the Negative Energy Plane. Even as the heroes were killed, this energy washed over their bodies, infusing them with unlife and transforming them into undead creatures. At the same time, it transformed all of Il Aluk into a city of the dead and forever changed the domain of Darkon (henceforth known as Necropolis).

At this point, the DM should refer to the rules presented in the *Requiem* book that accompanies this adventure. That book presents rules for creating undead heroes from scratch, but much of this information is used in the process of transforming existing heroes into undead creatures.

Embers in the Ashes

Having informed the heroes that they have all been killed, the DM should pause to let the players fully absorb the extent of the tragedy that seems to have befallen their characters. After a brief period of mourning, read the following to the players:

You awaken to the pale light of a gray dawn, staring up at overcast skies. A cold drizzle is falling. Something heavy is lying on your body. After a moment, you realize that it is a piece of masonry and that more chunks of broken stonework lay scattered about you.

The Grim Fastness is no more. In its place is a gaping crater that steams in the chill morning air. The buildings surrounding it are pock marked with holes, their windows smashed. Embedded in their walls are several rounded fragments of glittering glass that must have once been crystal skulls.

The streets are filled with corpses, some of them still encased in flesh, others skeletal. From the shredded scraps of embroidered cloth that cling to some, you recognize the zombie priests whom you encountered inside the prison. Others wear chain mail, presumably members of the Kargat. A few of the corpses appear to be those of ordinary men and women of Il Aluk who were caught in the explosion.

How did you survive such destruction? The question perplexes you. Then you look down at your own body, at the terrible lacerations and burns it bears. It is simply not possible for you to have suffered such damage and live. Yet, despite these obviously fatal wounds, you feel very much alive, but not quite whole, somehow. The familiar pulse of your heartbeat is missing, and

your body feels oddly cold. There is an emptiness deep inside you, a lack of emotion that is somehow disturbing.

Now, a few of the corpses around you are stirring. The air is filled with low groans as the corpses twitch and jerk in ungainly attempts to rise.

The heroes are the first to awaken as undead creatures, several hours after the explosion. The DM should inform each of them in turn that he has become an undead creature, describing the body in which the hero's spirit now reposes. Faced with this horrific prospect, each hero must then make a horror check to see how well he deals with this sudden and terrifying transformation.

It is up to the DM to decide whether or not the heroes lost any equipment or magical items as a result of the explosion. This can either be done by rolling a saving throw vs. crushing blow for each important piece of equipment (or magical item) or can be determined by DM fiat, if the list of items is a long one and these saving throws would slow down the game.

The heroes will probably be more interested, however, in learning exactly what sort of undead creatures they have become.

Welcome to Unlife

The transformation of the hero into an undead creature brings about a number of changes. Not only is the hero's physical appearance altered, but so are his proficiencies, ability scores, saving throws, and method of advancement. In addition, the hero gains a number of advantages and disadvantages that are linked to the type of creature he has become.

Appearance and Form

A character's class determines the type of undead creature he is transformed into. While fighters and rogues show great variety in the type of undead creature they might transform into, priests and wizards become mummies or liches, respectively, since these are the only types of undead creatures automatically capable of casting spells. (A priest or wizard could, in theory, transform into another type of creature, but this would mean the loss of his spellcasting abilities; no compensation is awarded for this loss.)

With fighters and rogues, the type of undead creature a hero becomes is dependent upon his level. Use the table below to determine what type of creature the hero becomes:

Class	Level	Undead Type
Fighters/Rogues	1	Skeleton
	2	Ghoul, Zombie
	3	Shadow
	4	Ghast, Wight
	5	Wraith
	6–7	Spectre
	8+	Ghost, Vampire
Priests	any	Mummy
Wizards	any	Lich

When more than one undead type is listed for a given level, the player may choose between them. In addition, fighters and rogues may choose any type of undead creature of a lower level. A 5th-level Fighter, for example, is not forced to be a wraith. He may alternatively choose to be a ghast, wight, shadow, ghoul, zombie, or skeleton.

In choosing an undead type, players should note the minimum ability requirements for that type of creature and ensure that their heroes meet these requirements. (Note: A number of ability scores will be adjusted by the transition into unlife; check the requirements after these adjustments have been made.) If the requirements are not met, the player must choose a lower-level undead creature. In the case of priests and wizards (who have no choice as to what they transform into) the minimum ability requirements are waived.

Once a hero transforms into a particular type of undead creature, he remains in that form, regardless of any advancement. A fighter who is transformed into a zombie, for example, remains a zombie regardless of what "level" he may later attain.

Note: Heroes who had the misfortune to be turned into zombies by one of the *symbols* inside the Grim Fastness survive the explosion but are stuck with the body of a zombie, regardless of their previous character class.

Ability Scores

Ability scores for an undead hero remain the same as they were in life with the following adjustments:

Dwarves gain a +1 bonus to their Strength scores and suffer a –1 penalty to their Charisma scores.

Elves gain a +1 bonus to their Charisma scores and suffer a –1 penalty to their Strength scores.

Gnomes gain a +1 bonus to their Dexterity scores and suffer a –1 penalty to their Charisma scores.

Half-elves gain a +1 bonus to both their Intelligence and Wisdom scores and suffer a –2 penalty to their Charisma scores.

Halflings gain an additional +1 bonus to their Dexterity scores and suffer a –1 penalty to their Charisma scores.

Half-orcs gain a +2 bonus to both their Strength and Constitution scores and suffer a –2 penalty to their Charisma scores, and a –1 penalty to both their Intelligence and Wisdom scores.

Humans gain a +1 bonus to their Strength scores and suffer a –1 penalty to their Charisma scores.

Kender gain a +1 bonus to their Dexterity scores and suffer a –1 penalty to their Strength scores.

Note: These adjustments may boost the ability scores beyond the normal maximum of 18 to the new maximum of 20 permitted by the *Requiem* rules.

Hit Points and Hit Dice

A hero who is transformed into an undead creature retains his former hit points. In fact, upon first awakening to unlife, the hero has a full complement of hit points; the wave of negative energy that transformed the hero has restored him to full vigor.

As the undead hero advances, additional hit points may be gained. The amount of this gain is determined by the type of undead creature the hero has become, rather than by the hero's former class. A fighter who has become a skeleton, for example, advances by 1d6, rather than by 1d10. A wizard who has become a lich advances by 1d12, rather than by 1d4. Over time, this may produce some amazingly tough wizards and comparatively weak fighters.

Special Abilities

Undead heroes need not sleep and do not tire. All but halflings and kender see equally well in darkness as they do in daylight. They no longer need to eat normal food (although some now need to feed upon rotting flesh or blood, while others need to regularly replenish the negative energy that sustains them). Poisons and other toxins do not harm them, nor does a lack of oxygen, since they do not breathe.

Undead in general are immune to all spells that affect the mind and body; a partial list of these spells can be found in the *Requiem* book. In addition, certain races (dwarves, gnomes, and halflings) gain a complete immunity to certain schools or spheres of magic.

Other undead races have abilities that are more powerful than those of their living cousins. Elves and half-elves, for example, become more adept at detecting secret and concealed doors. Elves, halflings, and kender become more adept in surprising enemies. Half-orcs gain a bonus when attacking with natural weapons (tooth and claw). Kender gain the normal magical resistance that living dwarves, gnomes and halflings have, but lose the ability to taunt their enemies.

Undead heroes are immune to disease, even magical afflictions like mummy rot or lycanthropy.

Weaknesses

Undead heroes also have a number of weaknesses that are common to all undead. They can be harmed by holy water and holy symbols, which each inflict 2d4 points of damage. They can be turned or commanded by priests and paladins. (When these NPCs make a turning attempt against a hero, the hero's Hit Dice should be used to resolve the attempt rather than the type of undead creature that the hero has transformed into.)

In addition, the type of undead creature that the hero has become may bestow additional, specific weaknesses upon that character.

Class-Based Abilities

Unless a wizard or priest has given up his spellcasting abilities to become something other than a lich or mummy, the undead hero retains all of the abilities that were formerly linked with his class.

In the *Requiem* system, these class abilities are transformed into proficiencies; a proficiency check is made each time they are used.

Priests: A former priest gains the priest spells proficiency, and the turning undead proficiency (unless the priest is of evil alignment, in which case the command undead proficiency is gained). The priest no longer uses the Turning Undead table found in the *Player's Handbook*, but instead makes a proficiency check. A proficiency check must also be made each time a spell is cast. (The percentage chance of spell failure found in the Wisdom table in the *Player's Handbook* is no longer used.)

Note: At the time of the priest's transformation into an undead creature, the player should note which spheres of influence the character's spells fall into and whether the

character has minor or major access to each of those spheres. Learning additional spells that do not fall into one of these spheres (or that require major access when the character only has minor access) will cost the character extra proficiency slots in the future.

Druids: A former druid loses the +2 bonus to his saving throws against fire or electrical attacks but retains the ability to speak whatever languages of woodland creatures that he has already learned (although the ability to learn additional languages of this type is lost).

Former druids who were of 3rd level or higher retain the ability to identify plants, animals, and pure water and to pass through overgrown areas without leaving a trail. Those who were of 7th level or higher and who are transformed into a corporeal creature gain either the claws, fangs, flight, or talons proficiency. The druid's ability to shapechange into an animal is lost.

Thieves: A former thief who wants to pick pockets, hide in shadows, or use any other thieving ability now makes a proficiency check rather than rolling percentage dice. A proficiency check must also made when a thief attempts to backstab an opponent.

Bards: A former bard gains the climb walls, detect noise, pick pockets, and read languages proficiencies; he makes a proficiency check for these actions rather than rolling percentage dice. In addition, the character gains the bardic lore, bardic shield, bardic song, and bardic voice proficiencies.

Those bards who were of 2nd level and above gain the wizard spells proficiency.

Note: At the time of the bard's transformation into an undead creature, the player should note which schools of access the character's spells fall into. Learning additional spells that do not fall into one of these schools will cost the character extra proficiency slots, in future.

Wizards: A former wizard gains the wizard spells proficiency and must make a proficiency check whenever a spell is cast.

Note: At the time of the wizard's transformation into an undead creature, the player should note which schools of access the character's spells fall into. Learning additional spells that do not fall into one of these schools will cost the character extra proficiency slots, in the future.

Specialist wizards retain their additional spells but lose the +1 bonus to saving throws and the –1 penalty to opponents' saving throws that were associated with their specialty. They now are free to learn spells from their opposition school(s).

Fighters: A former fighter who was of 7th level or higher gains the multiple attacks proficiency. A proficiency check must be made each time the character wishes to attempt more than one melee attack per round.

Rangers: A former ranger gains the hide in shadows and move silently proficiencies; to use these proficiencies he makes a proficiency check rather than rolling percentage dice. Former rangers also gain the animal empathy, animal handling, and tracking proficiencies. Those who were of 8th level or above also gain the priest spells proficiency.

Paladins: A former paladin loses the ability to detect evil intent (an ability which does not function in Ravenloft, anyway) and the +2 bonus to saving throws. His former abilities to heal or cure disease by laying on hands are mutated into the proficiencies cause disease and cause light wounds. The character retains the ability to surround himself with an aura of protection and to use a *holy sword*, but these abilities will be lost if the character's alignment becomes more evil or chaotic.

A former paladin who was of 3rd level or higher gains the turning undead proficiency. Those who were of 9th level of higher also gain the priest spells proficiency.

Dual and Multi-Class Characters: A former dual or multi-class character gains the proficiencies associated with all of his character classes.

Additional Proficiencies

A hero who is transformed into an undead character merely gains the proficiencies listed above; he does not have any additional proficiency slots to "spend." Additional proficiency slots may be gained, however, by selecting vulnerabilities.

At the time of transformation, the undead hero may select up to 1d4 vulnerabilities. Each vulnerability selected has a negative number of proficiency slots; for each negative slot, one additional proficiency slot is gained.

Advancing as an Undead Character

No matter what the hero's class was prior to his transformation into an undead creature, the rules determining advancement found in *Requiem* are used. The undead hero now advances as per the character class listed under his undead creature type.

In addition, the prime requisite that determines whether or not there is an experience point bonus may change. The undead hero's prime requisite now is determined by his undead creature type.

The *Requiem* rules modify the system of levels. These no longer directly determine what special abilities a hero will earn, they instead determine how many additional proficiency slots become available to the hero. Different undead creatures gain proficiency slots at different rates. The type of undead creature the hero has become further limits which proficiencies are available to that character.

Alignment and Corruption

Heroes who are transformed into undead creatures begin with their original alignment. Over time, however, their alignment begins to subtly shift, as per the rules laid out in the *Requiem* book. This gradual shift is known as corruption.

Paladins: As soon as a former paladin's alignment shifts to evil, he loses the ability to create an aura of protection. At the same time, the proficiency turn undead is replaced with command undead.

If the former paladin is still using a *holy sword*, even a slight alignment change (either toward evil or chaotic) may prevent further use of this weapon. The decision is in the hands of the DM and should be based upon the type of sword being used.

Rangers: The first time a former ranger's alignment shifts, the character loses either the animal empathy or the animal handling proficiency. With the second shift, the other proficiency is lost. With the third shift, the ranger gains the animal repulsion proficiency.

Priests: As soon as a former priest's alignment shifts to evil, the proficiency turn undead is replaced with command undead. At the DM's discretion, former priests who drew their powers from lawful or good deities may lose one sphere of influence (or may drop from major access to minor access in a given sphere) each time their alignment shifts.

Phylacteries and Coffins

Every lich has a phylactery that holds his immortal spirit, and every vampire has a coffin to which he must retreat to regenerate after being defeated in battle. The undead heroes are no exception.

A wizard who is transformed into a lich finds a phylactery in his hands upon awakening as an undead creature. The phylactery may take the form of a boxlike amulet, a ring, or a crown. It might be a new item that has mysteriously appeared in the hero's possession, or it might be a familiar item that has been infused with the hero's life force. Whatever its form, the phylactery must be protected by the hero at all cost, since if it is destroyed, the hero's body will crumble to dust.

A hero who is transformed into a vampire has a coffin that is buried within a graveyard

in Il Aluk. The hero instinctively knows the location of the coffin and can seek out the gravestone that bears his name. The coffin may then be dug up and moved about as the hero sees fit. Should this coffin be destroyed, the hero will be unable to use it to regenerate.

Escaping Unlife

Having been transformed into the living dead, the heroes have two options. They may continue on as undead characters or they may seek to transform themselves back into normal, living people.

The transformation back to life may be accomplished in several different ways. If the 7th-level priest spell *resurrection* is cast upon an undead hero (and if he is lucky enough to survive a resurrection survival check) that character is returned to his former status as a normal hero.

Alternatively, an undead hero might be returned to normal using the 5th-level priest spell *raise dead*, although this spell must be cast within a certain number of days after the *doomsday device* has been activated. The hero can have been undead no more than one day per level of the priest casting the spell. And even if the hero survives a resurrection survival check, he still loses 1 point of Constitution and is bedridden for a number of days equal to the number of days he spent as an undead creature.

The 6th-level wizard (or 7th-level priest) spell *reincarnation* might also be used but will probably be seen as a last resort. Once again, the hero can have been undead no more than one day per level of the priest or wizard casting the spell. The hero need not make a resurrection survival check when being restored to life, but may wind up as a different race, even a monstrous one.

Finally, the 9th-level wizard *wish* spell may restore the heroes to life. This spell, however, is always dangerous and tricky to use, often producing unexpected results.

All of these spells have possible side effects and repercussions on the characters (for details see the *Requiem* rules book page 79). Also, most of them should be beyond the heroes' abilities, since this adventure is designed to be played by levels 6–10. The heroes will thus be forced to find a sympathetic NPC to aid them, something that should prove extremely difficult.

In the heroes' earlier encounter with Nichia, the crone told them she could raise from the dead any of them who were slain. She had planned to use a *rod of resurrection* to do this. Should the heroes succeed in locating Nichia or obtaining this magical item, they can use it to restore life to themselves. The DM should refer to **Whither the Witch?** on page 42 if the heroes choose this option.

The DM is reminded that any living character who enters Il Aluk is instantly slain (or converted into an undead creature if he makes a successful saving throw vs. death magic). Thus, if the heroes use any of these methods to restore themselves to life while still within the boundaries of the city, they will instantly die (unless they can make a successful saving throw vs. death magic, in which case they are transformed back into undead). They must first escape the city if they wish to be permanently restored to life.

My blood is on the heather
My bones are on the hill;
There is joy in the home of ravens
That the young shall eat their fill.

Robert Louis Stevenson

The heroes are the first people in Il Aluk to awaken to unlife, several hours after the explosion of the *doomsday device*. All around them lie the bodies of those who were either inside the Grim Fastness when it was destroyed or who were standing in the streets outside the prison, hoping to catch a glimpse of the priestly procession that was to have occurred at the conclusion of the Requiem.

The explosion that destroyed the Grim Fastness killed all of the zombie priests who were clustered around the *doomsday device*. These zombies were torn to pieces and destroyed; they were not "living" and thus were not infused with negative energy and reborn as new undead creatures, as the heroes and other NPCs were.

The explosion also "killed" Kristobal del Diego by reducing him to zero hit points. When the heroes awaken a few hours later, the vampire is in gaseous form, resting within his coffin (which miraculously escaped destruction and is lying buried in a pile of rubble nearby). Kristobal will appear in corporeal form later in this adventure, once he has fully regenerated.

Any of the four Kargat officers who served in the Grim Fastness, and who were not killed by the heroes, have been transformed into ghasts. They are stuck in half-bat, half-human form (they appear mostly human with batlike wings and a bat snout) and no longer have the ability to transform into true human or true bat form. They also no longer infect others with the disease of lycanthropy, since no disease can exist in Il Aluk.

Note: Heroes who had the misfortune to be turned into a zombie by one of the *symbols* inside the Grim Fastness survive the explosion but are stuck with the body of a zombie, regardless of their previous character class.

Kargat Officer (Ghast): AC 4; MV 15, Fl 15 (D); HD 4; hp 25; THAC0 17; #AT 3; Dmg 1d4/1d4/1d8 (claw/claw/bite); SA stench (does not affect undead), paralyzation (does not affect undead); SD can only be injured by magical or cold-forged iron weapons, immune to poison and paralyzation; MR immune to *charm* and *sleep* spells; SZ M (6' tall); ML elite (14); Int avg (10); AL CE; XP 650 (175).

Notes: A Kargat officer ghast exudes a pungent carrion stench in a 10' radius Anyone within this area must make a successful saving throw vs. poison or suffer retching and nausea which result in a –2 penalty to all attacks. Since undead are immune to poison, this has no effect upon the undead residents of Il Aluk, or upon the heroes. Likewise the ghasts' ability to paralyze opponents is negated within the city, since the undead are immune to paralysis. If slain within Il Aluk, the Kargat officer ghast has a lower experience point total.

The statistics above may also be used for other Kargat officers within Il Aluk. Those who were werewolves do not fly and are harmed by silver weapons. They are trapped in half-human, half-bestial form and can no longer change form or inflict lycanthropy.

The lower ranking Kargat of Il Aluk have been transformed into ghouls. They travel the city in packs, satisfying their hunger for flesh.

Kargat Lower Rank (Ghoul): AC 5 (chain mail); MV 9; HD 2; hp 10; THAC0 19; #AT 3; Dmg 1d3/1d3/1d6 (claw/claw/bite); SA paralyzation (does not affect undead); MR immune to *charm* and *sleep* spells; SZ M (6′ tall); ML steady (11); Int low (7); AL CE; XP 175 (65).

Notes: A Kargat lower rank ghoul's attack can paralyze a living creature for 3–8 (1d6+2) rounds, but only undead reside in Il Aluk, and they are immune to paralysis. Thus, if slain within Il Aluk, the Kargat ghoul has a lower experience point total. While living victims who are slain by a Kargat ghoul later rise up as ghouls themselves, undead who are slain by these ghouls simply die; they are not transformed into ghouls.

The average citizens of Il Aluk have been transformed into zombies or skeletons. A handful were also turned into shadows; their outlines are seared into the walls of the city.

Like all of the other undead in Il Aluk, these residents are under the thrall of and utterly loyal to Death. They believe that they have died and gone to some terrifying afterlife and that Death is one of the gods of death that they once worshipped under the direction of the Eternal Order.

Resident of Il Aluk (Skeleton): AC 7; MV 12; HD 1; hp 4; THAC0 20; #AT 1; Dmg 1–2 (punch) or 1d4 (dagger); SD immune to *charm*, *hold*, and *sleep* spells, immune to poison and cold-based attacks, half damage from piercing weapons; SZ M (5′8″); ML avg (10); Int avg (10); AL N; XP 65.

Notes: Because these skeletons are not mindless, they can be affected by *fear* spells.

Resident of Il Aluk, (Zombie): AC 8; MV 6; HD 2; hp 8; THAC0 19; #AT 1; Dmg 1–2 (punch) or 1d4 (dagger); SD immune to *charm*, *hold*, *sleep*, and *death magic* spells, immune to poison and cold-based attacks; SZ M (5′8″); ML avg (10); Int avg (10); AL N; XP 65.

Notes: These zombies are not mindless and can choose their own course of action.

Resident of Il Aluk, (Shadow): AC 7; MV 12; HD 3+3; hp 16; THAC0 17; #AT 1; Dmg 1d4+1 (touch); SA Strength drain; SD immune to *charm*, *hold* and *sleep* spells, immune to cold-based attacks; SZ M (5′8″); ML avg (10); Int low (7); AL CE; XP 420.

Notes: The shadows of Il Aluk are trapped as outlines upon the walls of the city. They can emerge from the walls on which their shadow bodies have been fused no more than once per day and cannot move more than 30 feet from the wall. The touch of a shadow inflicts normal damage and also drains 1 point of Strength for 2d4 turns. Those reduced to zero hit points or zero Strength by a shadow become shadows as well. The victim's outline appears on the wall beside that of the original shadow and is likewise trapped there. The only way to free the victim (or the original shadow) is by means of a *summon shadow* spell which, although it permanently frees the shadow from the wall, has the drawback of forever placing the shadow under the spellcaster's command. Freed victims remain in the form of shadows

Those priests of the Eternal Order who were not inside the Grim Fastness (who were not transformed into zombie priests) are transformed into mummies. They have a variety of spells at their disposal, depending upon the priest's level at the time of his death and transformation.

Eternal Order Priest (Mummy): AC 3; MV 6; HD 1–10; hp 4–40; THAC0 20-14; #AT 1; Dmg 1d12; SA mummy rot (does not

affect undead), fear aura, spells; SD spells, can only be hit by magical weapons, immune to poison and paralysis; SW fire; MR immune to *charm*, *hold*, *sleep*, and cold-based spells; SZ M (5'2"–6'4"); ML champion (15); Int avg (12); AL LE; XP 420–5,000.

Notes: Because even magical diseases are instantly wiped out in Il Aluk, the priest's mummy rot is not active there. Neither does it appear on victims who later leave the city, since it was never able to establish a foothold on their bodies. Normally, the sight of a mummy will require heroes to make a successful saving throw vs. spell or flee in fear. Heroes within Il Aluk, however, quickly become used to seeing the undead and no longer need to make this roll. A mummy priest may only be hit by magical weapons, and even these do only half damage (round fractions down). Should a *resurrection* spell restore the priest to life, he is instantly slain if within Il Aluk. If the priest can make a successful saving throw vs. death magic, he rises again as a mummy.

Spells: As priests of death, the Eternal Order have major access to the spheres All, Astral, Charm, Divination, and reversed Healing and minor access to the spheres Guardian, Necromantic, reversed Sun, and Weather.

P1 Spells (*reversed*): 1st—*cause light wounds* (*cure light wounds*).

P2 Spells: as above, plus 1st—*darkness* (*light*).

P3 Spells: as above, plus 2nd—*hold person.*

P4 Spells: as above, plus 1st—*detect magic;* 2nd—*enthrall.*

P5 Spells: as above, plus 2nd—*silence 15' radius;* 3rd—*cause blindness or deafness* (*cure blindness or deafness*).

P6 Spells: as above, plus 3rd:—*call lightning.*

P7 Spells: as above, plus 4th—*cause serious wounds* (*cure serious wounds*).

P8 Spells: as above, plus 3rd—*continual darkness;* 4th—*detect lie.*

P9 Spells: as above, plus 1st—*command;* 2nd—*charm person or mammal;* 5th—*cause critical wounds* (*cure critical wounds*).

P10 Spells: as above, plus 4th—*free action;* 5th—*raise dead.*

Death remains unchanged and unharmed by the explosion of the *doomsday device.* When the heroes awaken to unlife, Death is mercifully not present. The heroes only have to deal with their fellow undead, but this should prove problem enough.

All Undead Are Not Equal

Before proceeding further with this adventure, the DM should review **A City Transformed** on page 59, which gives an overview of Il Aluk in the aftermath of Darkest Night.

Every living thing in the city, from the lowliest rat to the highest Eternal Order priest, has been transformed into an undead creature. On the surface it appears that the heroes can fit in, since they too are undead. But one key difference becomes apparent as soon as the heroes look into the eyes of an NPC. Every undead creature except the heroes has a tiny white skull in place of the pupil in each eye. This unusual feature can be seen even in undead whose eyes are empty sockets (skeletons) or glowing pits of flame (liches). It is symbolic of the fact that every resident of Il Aluk (except the heroes) is utterly subservient to Death when in its presence.

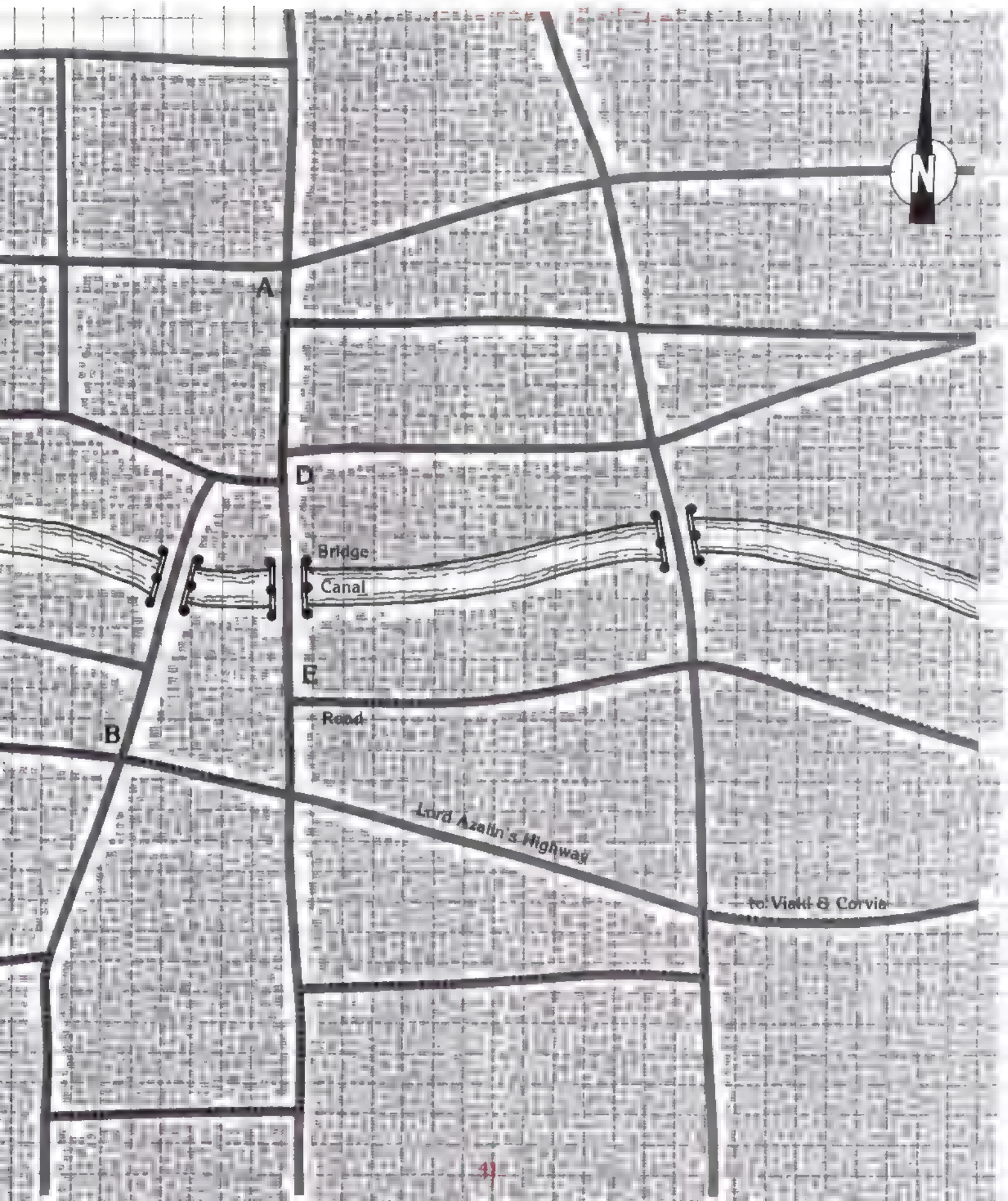
Death can control any undead creature within 60 feet of itself, utterly dominating its will and directing its actions. Only the heroes can resist, but only by making a successful saving throw vs. spell. (Should this saving throw fail, the white skulls appear in that hero's eyes for the duration of Death's control over the character, which lasts until the character has moved out of the 60-foot radius.)

The other residents of Il Aluk subconsciously understand the heroes' unique ability to defy Death and recognize them as being different as soon as they look into the eyes of any of the heroes. At best, they snub the heroes as outsiders, refusing to aid them. At worst, they immediately attack the heroes, venting their frustrations upon them. The residents cannot explain this resentment, except to note that the heroes are "not one of us."

Escape From Il Aluk

The remainder of this adventure is open-ended and involves the heroes trying to flee from Death and its minions. The object is for the heroes to escape the city, since it rapidly becomes clear that they will find no succor here and will never be accepted as residents of Il Aluk.

Map 3: Il Aluk
Farmland
to Martira Bay
Lord Azalin's Highway
Slums
F
H
Docks/Warehouses
C
Middle Class
G
Upper Class
A Nichia's Hovel
B Grim Fastness
C Temple of Eternal Penitence
D Reaper's Chapel
E Block Ten
F Hallad Marketplace
G Weeping Willows Graveyard
H Potter's Pub
Scale: 1 square = 300 feet


N
A
D
Bridge
Canal
E
Road
B
Lord Azalin's Highway
to Vieki & Corvie

At the same time, the heroes may be searching for Grandmother Nichia, who earlier stated that she had the ability to restore life to slain or undead characters. The search begins at the crone's hovel, which is abandoned since she too is trying to flee the city. Should the heroes decide to return to the hovel, the DM should move on to **Whither the Witch?**, below.

The other encounters that follow may be used in any order. The DM should refer to the map of Il Aluk on page 40, which shows the location of each encounter. If the heroes are not searching for Nichia but have instead struck out on their own, the encounters may be relocated to any areas of the city that the heroes are passing through and seem appropriate locations.

How long it takes the heroes to escape Il Aluk is up to the DM, but it should not be easy for them. Not only are they unfamiliar with the city, they may also be forced to double back due to encounters with Death's minions. A number of the Kargat are still searching for the heroes, encounters with the ghouls and ghasts who fill the ranks of these secret police should be frequent and troublesome.

Whither the Witch?

When the heroes return to the home of Grandmother Nichia and Goya, it is clear that the hovel is deserted. Its main door stands open, and the interior has been stripped of all personal possessions.

The DM should allow the heroes to search the hovel. In the pantry is a note that has been affixed to the floor with a worn looking paring knife. The note reads:

> Alas! The worst has come to pass! Midnight brought not death, but a mockery of life. Eternal rest in a coffin would have been preferable to this vile form! My own son is terrified of me and has run away. My sole concern now is to find Goya; I have no desire to help you until my darling boy is back in my arms.
>
> I have gone to search for Goya in the only places in this city that he knows. If you wish to join me in this search, use the broom.
>
> The aid which I promised is not possible in this place. I was able to restore myself to life for a moment, but then blackness swept over me, and when I awoke, I was a creature of death once more. I have resolved to leave this city of restless spirits and find a land that is not so tainted before trying again. Follow and find me; I may yet be able to help you.

Nichia has written a second, secret message on the floor and concealed it under a sprinkling of *dust of disappearance*. By using a broom that leans against a nearby wall, the heroes can brush away this dust and reveal the message. (A small amount of dust has already been scuffed away; heroes who specifically look can see the words "Goya might" on the floor.) The full message reads:

> Places where Goya might be found:
> Reaper's Chapel
> Block Ten
> Hallad Marketplace
> Weeping Willows Graveyard
> Potter's Pub

Each of these locations can be found on the map of Il Aluk on page 40. The encounters associated with each site are described on the following pages:

Reaper's Chapel (where Nichia and Goya used to worship): **Keeping the Faith**, page 43.

Block Ten (a holding facility for prisoners of the Kargat where Nichia used to report to her superior officer): **A Hunger for Justice**, page 44.

Hallad Marketplace (where Nichia and Goya frequently shopped): **Merchants of Misery**, page 46.

Weeping Willows Graveyard (where Nichia's husband is buried): **The Restless Dead**, page 48.

Potter's Pub (where Nichia and Goya occasionally stopped in for a drink): **Drink of the Dead**, page 51.

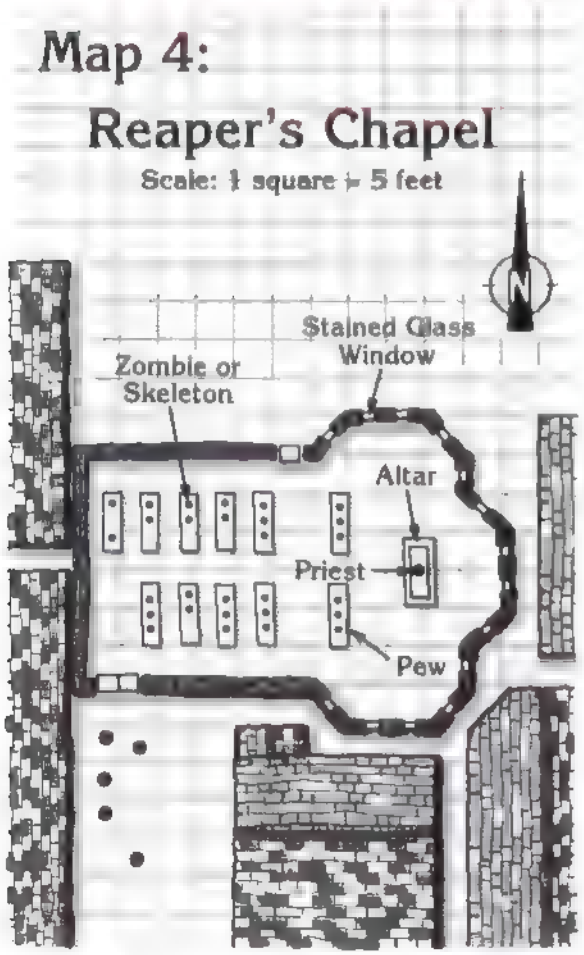
The heroes will doubtless need to be directed to these locations. Due to the resentment the residents of Il Aluk feel toward the heroes, getting directions will not be easy. The heroes may need to bribe, coerce, or bully the other undead into aiding or guiding them.

Keeping the Faith

This encounter is set in Reaper's Chapel, a small house of worship maintained by the Eternal Order.

Whether or not the heroes are seeking Nichia and Goya, they are invited into the chapel by one of the Il Aluk residents who is going to worship there. Read the following to the players:

> This dead-end street leads to a small chapel with a domed roof. Its stained-glass windows show images of a grim reaper using a scythe to cut down skeletal figures rising from the ground. Through the open doors of the chapel come the sounds of a hymn being sung.
>
> A stream of figures files silently past you, headed toward the chapel. Some are mere skeletons while others have the waxy skin and staring eyes of zombies. One turns to pluck at your sleeve.
>
> "Come," it whispers. "The priests will tell us how to escape this purgatory. With their help, we can return to our former lives."



Inside the chapel, three priests of the Eternal Order are leading a prayer service. Two of them (4th-level priests) are using detect magic spells to locate potential "offerings" carried by the worshippers (magical items not yet turned in to the priesthood), while the third (a 10th-level priest) is preparing to cast a raise dead spell on a member of the congregation as an experiment. When the heroes look inside the chapel, add the following:

> The chapel is filled with at least two dozen zombies and skeletons, all singing in hideous, off-key voices. Two men with the dried skin of mummies, dressed in priestly robes of black velvet circulate among the congregation.
>
> A third priest stands at the altar, chanting an incantation over a zombie that lies there. Then, she lays hands upon the figure.
>
> The zombie jerks once and, for a moment, his skin attains a lifelike, healthy glow. Then, his body stiffens into the too familiar, waxy pallor of unlife. The zombie gives an anguished cry and collapses upon the cold stone, lifeless.
>
> The female priest looks up at the congregation. Her eyes peer out from a face lined with the weight of centuries; her voice holds the creak of dust.
>
> "I cannot restore this man to life," she cries, "not when there are unbelievers among us!"
>
> One of the male priests looks directly at you and points a shrivelled finger. "It is them!" he cries. "The outsiders! They are hoarding powerful magic that the dead are using to keep us in our misery. There! That one holds a magical (type of magical item held by hero), and that one has a magical (type of magical item held by hero). Seize the unbelievers! Strip these abominations from their bodies!"

All 28 members of the congregation (15 zombies and 13 skeletons) immediately swarm toward the heroes, seeking to grab their magical items away. They are backed up by the three priests, who use their spells to immobilize and hinder the heroes from a distance.

The crowd follows the heroes out of the chapel and chases them through the streets, increasing in numbers as it goes. (At the DM's discretion, the priests may be left behind.) The crowd soon numbers several dozen; it is clear that the heroes must use some ingenious or extraordinary means of fleeing (flying away or becoming invisible for example) to escape the mob.

This wave of frenzied attackers would normally be cause for a fear check. Sensible heroes, however, will already be running.

If the heroes do manage to allow themselves to be overwhelmed by the mob, the DM may have to intervene on their behalf. One way to do this (and to illustrate the tensions that are erupting between the Kargat and the Eternal Order) is to have two dozen lower rank Kargat officers wade into the melee, attacking the priests and their followers. The Kargat accidentally open a hole in the crowd that the heroes can flee through.

Statistics for the zombie residents can be found on page 38; statistics for the Eternal Order priests can be found on page 38. Statistics for lower rank Kargat officer are given on page 38.

A Hunger for "Justice"

This encounter is set in Block Ten, one of the "holding pens" that was set up by the Kargat to house prisoners prior to their transfer to the Grim Fastness.

This prison facility is little more than an open-air pen with 20-foot-high walls topped with sharp spikes. Its sole entrance is a locked portcullis at the center of one wall. Inside, the ghouls who make up the lower ranks of the Kargat are busy executing zombies and feeding upon the bodies of those they have slain.

Nichia visited Block Ten, knowing that if her son were arrested alone on the streets, he would be brought here. Unfortunately, Goya's incarceration occurred after her visit. Normally, the Kargat would have informed Nichia that they had arrested Goya, since she is one of their agents, but the transformation they have undergone has warped their priorities. Now they care about nothing other than sating their ghoulish appetites.

Whether or not the heroes are looking for Goya, they find him here. Read the following to the players:

As you pass a high wall topped with spikes, you hear the sounds of terrified voices coming from behind it.

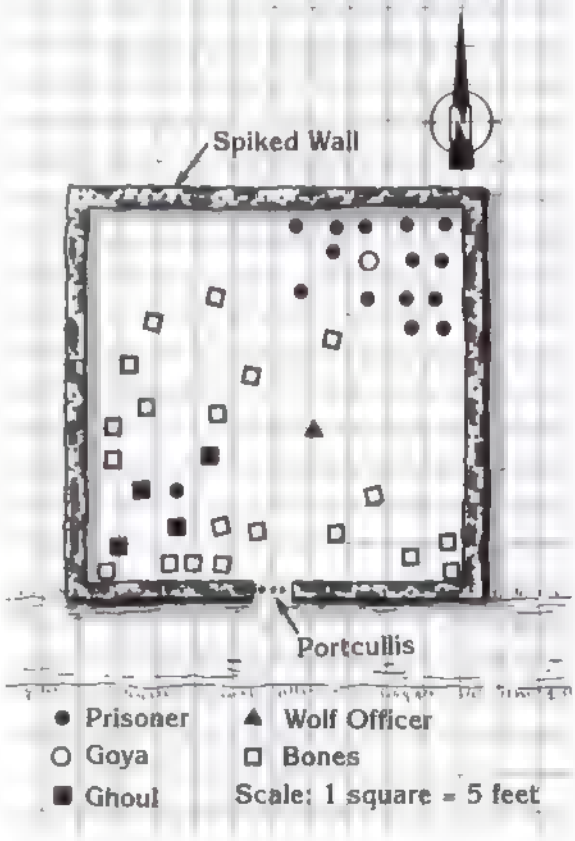
"No!" a voice cries. "I have committed no crime! Spare me!"

The wall encloses an open-air pen, the entrance to which is a single, locked portcullis. Through its bars, you can see into the courtyard formed by the walls.

As you watch, four ghoulish, slavering creatures wearing chain mail roughly drag the screaming man across the pen. Their actions are overseen by a fifth figure, a creature who appears human but for his extended, wolflike muzzle and misshapen, hairy hands. He directs them to take their captive beyond your view to a corner of the yard that is littered with cracked and gnawed bones.

The man's voice jumps in pitch, his pleading becoming first a stammering babble and soon losing all meaning completely. A chill runs down your backs as the screaming abruptly dies, and the sharp tang of blood fills the air.

Map 5: Block Ten



The ghouls break into a frenzy of grunting, growling, and gibbering. You can hear them drooling and chewing, laughing raucously as they eat. Every few moments a bone, picked clean but still warm and wet, is thrown across the pen toward the opposite corner. There you see a number of wretches huddled, pleading for their lives. One of them is instantly recognizable by the tentacle that snakes from the front of his bloodied shirt; it is Goya.

"Plee!" Goya wails. "I don wa tuh die. I wa my muffer!"

After the frenzy is through, the ghouls—their faces, hands, and chests covered in blood—spend a few moments sniffing at and gnawing on the bare bones strewn about the grounds. Then, they turn back to the prisoners and, with gleeful eyes, begin to drag a screaming Goya away from the others and across the pen.

Viewing this horrendous scene is cause for a horror check.

The four ghouls in chain mail are Kargat lower ranks; their statistics are on page 38. The wolf-man is a Kargat officer who used to be a werewolf; use the statistics on page 37. The prisoners are all zombies who are residents of Il Aluk; their statistics are on page 38.

If the heroes hurry, they can save Goya from being executed. Once rescued, Goya recognizes the heroes but is terrified of their new appearance. Still, after this narrow escape from the Kargat, he is willing to accept the heroes as his protectors until his mother can be found. (He has no idea where she might be.) He tags along with them, clinging to their arms with a tentacle and expressing great anxiety whenever magic is displayed.

The DM should make a morale check for Goya each time a spell is cast or magical item is used; a failed check means Goya runs away again. If he loses the heroes altogether (if they do not chase after him), he runs back to the hovel and hides in the secret cupboard. If the heroes think to return to the hovel, they can easily locate Goya by the sound of his crying. (Kind DMs might reward this rescue by

placing an overlooked magical item in the secret cupboard for the heroes to find.)

The heroes may instead elect to ignore Goya's plight and walk on past, allowing the Kargat ghouls to execute and eat him. Doing so may be cause for a powers check, especially if the heroes made a promise to Nichia to care for and protect her son (an act of betrayal).

Goya (Zombie): AC 8; MV 6; HD 3; hp 23; THAC0 17 (14 with Strength bonus); #AT 1; Dmg 1d6+7 (tentacle); SA strangulation; SD regeneration, immune to poison and paralysis, immune to *charm*, *death magic*, *hold*, *sleep* and cold-based spells; SW afraid of magic; MR 5%; SZ M (4' tall); ML unsteady (7); AL NE; XP 420.

Notes: Goya regenerates at a rate of 1 hit point per round. He can use his tentacles to strangle by wrapping them around a victim's chest and squeezing. Victims must make a successful Dexterity check to wriggle free; those who fail automatically suffer damage each round. One attempt to break free may be made per round.

S 19, D 9, Co 18, I 6, W 6, C 7.

Merchants of Misery

This encounter is set in the Hallad Marketplace. No map is provided; the DM should simply describe the streets as "mazelike" and let the heroes blunder about until they eventually find their way out again. As the heroes enter the marketplace, read the following to the players:

> You have entered a sprawling marketplace whose streets are narrow, twisting, and mazelike. If you reach out your hands, you could almost touch the tiny, crowded shops that hem you in on either side.
>
> Goods of every description are for sale, and the streets themselves are choked with stalls and display tables that force you to weave your way between them. Despite the number of shoppers and briskness of business, all the merchandise is covered with a thin layer of dust. The items in the stores all seem somehow worn, tarnished, or old.
>
> The marketplace is filled with the living dead, skeletons and zombies mostly, but here and there, you see a slavering ghoul in chain mail, shoving the others aside. Although the shoppers are going through the motions of picking out and paying for merchandise, the marketplace has a strange, eerie feel to it. The dead move about in nearly total silence, performing their transactions without a word while the merchants stare out at them with listless eyes. There are no hawkers' cries, no cheerful gossip in the shops. The only sounds are the clinking of coins, the clicking of bone upon stone as skeletal rats scurry underfoot, and the shuffling of leaden feet.

Goods are still being bought and sold in Il Aluk, although buyer and seller alike gain no joy from the transactions. Not only is haggling nonexistent, merchants will accept any offer no matter how ridiculously low it might be. Should the heroes wish to make a purchase, the DM should quote the prices listed in the *Player's Handbook*, but should accept

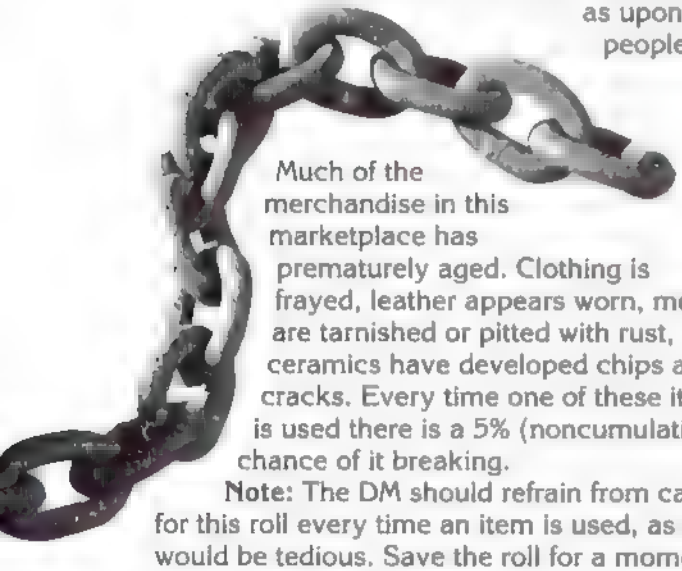
whatever the heroes offer. As long as a single coin changes hands, the merchant has gone through the motions of a transaction and is satisfied.

In this cosmopolitan city, just about any kind of nonmagical item is up for sale, at least at the moment. With the transformation of Il Aluk into a city in which no living thing can survive, shipments of goods have stopped. If the heroes remain in the city for any length of time, the marketplace becomes decreasingly busy as shops empty of merchandise.

Food is also for sale, and a number of the undead are still buying it even though they no longer need to eat. None of the food is spoiling (since the bacterium necessary for this transition cannot survive within Il Aluk) but all of it is as tasteless as sawdust in the mouths of the undead.

Magical items remain illegal in Il Aluk and are subject to confiscation by either the Kargat or the Eternal Order priesthood.

The wave of negative energy that swept through Il Aluk when the *doomsday device* was activated wrought changes upon material things within the city as well as upon its people.



Much of the merchandise in this marketplace has prematurely aged. Clothing is frayed, leather appears worn, metals are tarnished or pitted with rust, and ceramics have developed chips and cracks. Every time one of these items is used there is a 5% (noncumulative) chance of it breaking.

Note: The DM should refrain from calling for this roll every time an item is used, as this would be tedious. Save the roll for a moment in which the hero's success in an important task depends upon the item being used.

At the DM's discretion, the breakage rule might also be applied to every nonmagical item that the heroes are carrying, since this equipment was also affected by the negative energy.

After the heroes have had an opportunity to interact with the merchants in the marketplace and to make whatever purchases they desire (or as soon as they mention Grandmother Nichia's name), add the following:

> Although none of the shopkeepers express any form of emotion, one of them is staring at you. She is nothing more than a walking corpse, the flesh sagging from her bones and her clothes hanging in tatters upon her gaunt frame. Slowly her head turns toward you. Then, she points a skeletal finger at you.
>
> "It's them," she croaks. "The outsiders that the witch woman Nichia shone her lantern upon during Darkest Night. They brought the curse to this city! They are the ones who called forth the dead!"
>
> A murmur of recognition sweeps the crowd. Now more heads are turning, more voices repeating the words in an ominous monotone: "It's them. They're the ones. They caused this. It's them."
>
> The crowd of zombies and skeletons shuffles forward, hands grasping as they advance. The narrow street is rapidly filling with more and more of the undead. They press closer, their bony fists raised to strike. Unless you act quickly, they will have plugged the street in front and behind you. You will be completely surrounded!

The purpose of this encounter is to reenforce the heroes' feelings of being outsiders who do not fit in. The overwhelming odds should remind them that everyone in this city is against them, it should instill in the heroes a sense of fear and unease that causes them to flee for their (un)lives.

The exact number of zombies and skeletons present in the streets during this encounter doesn't matter; the DM should simply say that there are "several dozen" choking the narrow street in which the heroes are standing.

The heroes have one melee round in which they are free to act. Any who flee immediately can escape without injury as long as they keep running and don't double back for anything (trapped companions, for example). At the start of the second round, however, each hero is surrounded by six undead. The DM should roll 1d6 to determine how many are zombies; the remainder are skeletons. Use the Il Aluk Resident statistics on page 38 and

keep the number of opponents constant at six. Each time one opponent falls, another skeleton or zombie steps into the breach.

The undead residents attack until they have rendered the heroes unconscious (by reducing the their hit points to at least zero). They then pick over the bodies, carrying away any interesting looking pieces of equipment, weapons, clothing, or armor. (These items are then placed in the shops and offered for sale as merchandise, so the heroes stand a good chance of being able to buy them back later.) They leave the heroes lying in the road.

Given the never ending stream of opponents, the heroes should soon realize the only way to escape this confrontation is to flee. The simplest option is to push through the crowd and run through whatever openings can be found. This is done by making a successful Strength check and then making a successful Dexterity check.

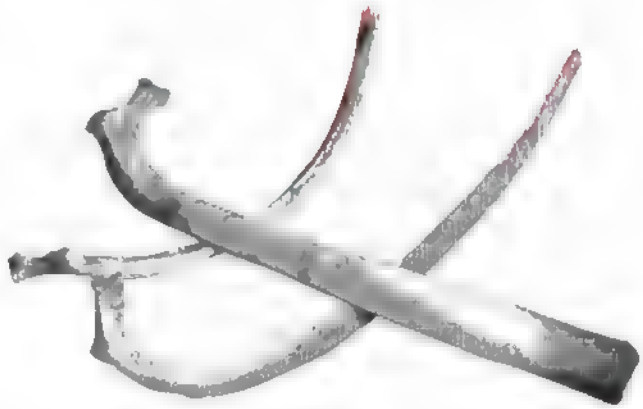
The Strength check is made first; it determines whether the hero can break through the six undead that are surrounding him. The check may be made once per melee round; each time the character fails, the six undead closest to the hero may make another attack. The hero may not retaliate (unless he has the multiple attacks proficiency), since his sole action on that melee round was to try to push through the crowd.

Once the Strength check is successful, the hero can begin running, although he is not yet in the clear. The hero must make a successful Dexterity check to escape.

One such check may be made per round while the heroes is running. On each round that the check fails, 1d4 undead are close enough to the hero to make an attack. As soon as the Dexterity check succeeds, however, the hero has found an opening in the crowd and has escaped. No further attacks occur.

If the hero flees into a shop, he is trapped; none of the shops have rear entrances. The hero must push or fight his way out again.

Another way the heroes might flee is to climb up onto a shop and run across the rooftops. The shops are only one story (10 feet) high, and there are plenty of handholds. Thus, even unskilled climbers (those without the climb walls proficiency) can make a proficiency check (a Dexterity check at a –2 penalty) to see if they can climb to the rooftops. During the climb, however, 1d4 of the undead can make an attack on the hero.



Once on top of the shop, the hero may flee across the rooftops. Since some of the undead will climb up in pursuit of the heroes (although they do not get close enough to actually attack), getting away means leaping from one set of rooftops to the next. This is done using the jumping proficiency (or a simple Dexterity check). The hero loses his pursuers after 1d3+1 successful jumps.

Should the hero fail any jumping check, he falls back into the streets of the marketplace and suffers 1d6 points of damage from the fall. The hero is again surrounded by undead within one melee round and must start to fight or flee once more.

Eventually, the heroes should be able to escape their pursuers and leave the marketplace.

The Restless Dead

This encounter takes place in the Weeping Willows Graveyard. If the heroes are searching for Nichia and Goya, they may have been directed to this graveyard. If they are trying to escape the city on their own, they are forced to flee into this graveyard after another encounter. Perhaps they are fleeing from the mob in the marketplace (see **Merchants of Misery**, page 46) or from a ravenous pack of two dozen

Kargat ghouls (use the statistics for lower rank Kargat on page 38). In either case, the DM should be sure to mention the graveyard as a convenient place of refuge and hope that the heroes take the bait.

Alternatively (if any of the heroes is a vampire), a character's coffin lies within the graveyard; the heroes may have come to the graveyard voluntarily to dig it up and carry it away.

As the heroes enter the graveyard, read the description that follows to the players. If the encounter is taking place after dark, omit the first paragraph.

> A moment ago, the sky was clear, and the sun was shining. Now heavy drops of cold rain are falling on your head and shoulders, and the ground is muddy underfoot. A black cloud hangs over the graveyard, extending from one edge of it to the other like an umbrella, completely blotting out the sun. All is dark and gloomy below; even the white marble headstones are a dim gray in this light, their epitaphs difficult to make out.
>
> Amid the patter of raindrops, you hear the sound of a woman crying. She is sitting on an elaborate headstone a few feet away, head in hands. She is dressed in elegant clothing, as if she had just come from a formal ball, and wears a number of expensive pieces of jewelry. Her hair has tumbled out of its careful bun and now hangs about her shoulders.
>
> Although you can make out the details of her appearance clearly, the woman seems insubstantial. You can see the headstone upon which she sits through the skirt of her dress, and the rain is falling through her, splashing on the ground beneath her.
>
> As if sensing your presence, the woman stops crying and looks up. "Please," she begs in a quavering voice, wiping her eyes with a hand that passes right through her face. "Help me. Set me at rest."

The apparition is an undead creature, a noblewoman by the name of Chauncy Hopcott who was transformed into a spectre by the wave of negative energy thrown out by the *doomsday device*. She is tormented by her new existence as a spectre and wants only to die. She believes that if she is laid to rest in a grave, she will find eternal peace and rest.

Being incorporeal, Chauncy is unable to dig the grave herself. She has been looking for someone to aid her in this task. She wishes to be laid to rest beside her late husband, Breswick Hopcott. It is his tombstone that she is sitting upon.

If the heroes refuse to help Chauncy, she attacks them. She is desperate for release from her torment and does not want to let these potential saviors get away. Due to the dark cloud hanging over the graveyard, the spectre is not affected by the fact that it is daylight. The graveyard is so gloomy that it might as well be night, but if the heroes have some way of reflecting the sunlight upon Chauncy or controlling weather so as to open a hole in the clouds overhead (a spell from the weather sphere, for example), they can seriously weaken her.

If the heroes offer to help Chauncy, she does not attack them. She shows them where to dig (to the side of her husband's gravestone) and watches while they do so.

Unfortunately, Breswick Hopcott's grave is

not directly under his tombstone. It instead lies under the spot where the heroes are digging. After removing just a few feet of soil, the heroes unearth his remains. Read the following to the players:

> The earth is quite soft and easy to dig. It is a rich black loam, studded with pieces of rotted wood and bits of tarnished metal. But the heavy rain is quickly turning it to a soupy mud, turning the hole you are digging into a watery pit.
>
> Now you are turning up moldering bits of bone. There is a a curved rib, cracked with age, and a fragment of jawbone. Further down is something that gleams, a silver flask engraved with strange symbols. There is also a finger bone, encircled by a gleaming gold ring that is set with an ice-blue gem. The finger bone moves slightly, turning in its spot as if trying to point. Is the movement just the action of the rain on the mud, or is the corpse that molders here trying to tell you something?
>
> The ghostly woman has been getting increasingly agitated as she watches you dig. As a skull with a gold tooth falls from one wall of the pit into the mud below, she suddenly emits a grievous cry.
>
> "My husband!" she wails. "You've dug up Breswick! You've desecrated his grave!"

All is not yet lost. If the heroes respectfully re-bury the remains and dig a new grave for Chauncy, the spectre refrains from attacking them. Instead, she simply lies down in the hole and allows muddy earth to be shovelled back on top of her. The heroes are then free to go on their way.

The grave's contents, however, are tempting. The ring on Breswick's finger is a *ring of levitation*; its latent magic was what caused the finger bone to move. (For dramatic effect, the DM might even have the finger bone rise up into the air and hover, pointing at one of the heroes.)

The flask is also magical and is warm to the touch, despite having recently laid in the cold, wet ground. It is an *iron flask* that contains a fire elemental.

If the flask is unstoppered in the graveyard, nothing happens; the elemental does not emerge. The heavy rain that is falling prevents it from leaving the flask. If the flask is unstoppered outside the graveyard, however, the elemental is free to emerge.

The elemental's reaction to the heroes depends upon their actions; the DM should use the Encounter Reactions table in the DUNGEON MASTER® *Guide* to determine the result. If the result is threatening or hostile, the fire elemental's first act is to try to melt the *iron flask* so that it cannot be recaptured. (The flask must save vs. magical fire with a –2 penalty; the number required is 8 or better.) It then attacks the heroes.

If the result is indifferent or cautious, the fire elemental disappears back into its native plane. If the result is friendly, the fire elemental can be persuaded to perform a service for the heroes.

If the heroes can read the script that is engraved into the *iron flask* they can command the elemental. To read this command word, a hero must make a successful read languages proficiency check with a –4 penalty since the script is so obscure.

Chauncy Hopcott (Spectre): AC 2; MV 15, Fl 30 (B); HD 7+3; hp 34; THAC0 13; #AT 1; Dmg 1d8; SA energy drain; SD +1 or better magical weapons to hit, immune to poison and paralysis, immune to *charm*, *hold*, *sleep*, or cold-based spells; SW sunlight; SZ M (5'2" tall); ML champion (15); Int high (14); AL LE; XP 3,000.

Notes: Chauncy's touch inflicts 1d8 points of damage and drains two energy levels from the victim. Living creatures whose life energy is completely drained become spectres themselves. Undead creatures whose life energy is drained simply die. While artificial light (a torch or a light spell, for example) does not harm Chauncy, exposure to sunlight weakens her. Sunlight negates her power to inflict melee damage or drain energy levels. It also reduces her flying rate of movement by half.

Fire Elemental: AC 2; MV 12; HD 8; hp 35; THAC0 13; #AT 1; Dmg 3d6; SA fire; SD +2 or better magical weapon to hit; SW cannot cross water or nonflammable liquids; SZ L (8' tall); ML champion (15); Int low (6); AL N; XP 2,000.

Notes: Any flammable object struck by a fire elemental must save vs. magical fire at a –2 penalty or immediately begin to burn.

Drink of the Dead

This encounter is set in Potter's Pub, a small, rough-looking tavern. Despite the transformation of Il Aluk's citizens into undead creatures, the city's taverns and inns are still open. The undead go through the motions of drinking, despite the fact that their dead taste buds can no longer savor the flavors of the beverages. Nor does alcohol affect the undead; lacking functioning stomachs and circulatory systems, they are no longer able to become drunk.

The owner of Potter's Pub is more enterprising than most. The ghast Abel Canning is not only a tavern keeper but also a mid-level officer of the Kargat (and former werewolf) who knows that many of the upper ranks of the secret police force are vampires. Realizing that his undead customers may tire of quaffing beverages that give them no pleasure, he has begun to offer a drink that will keep his vampire superiors coming back to Potter's Pub for more: fresh blood.

Since it is not possible to obtain blood from the undead who reside in Il Aluk (the only blood to be found locally is in the veins of vampires, who may soon literally be at each other's throats!) Abel Canning has put his staff to work searching the borders of the city for the corpses of those people and animals who wander into Il Aluk and are instantly slain by its powerful negative energy fields. Their corpses are conveyed to Potter's Pub, where they are drained of their blood while it is still fresh. Canning stores the blood in empty beer kegs and heats it before serving (to maintain the illusion of "the kill" for his vampire customers).

If the heroes are searching for Nichia and Goya, Potter's Pub is one of the places they have been told to visit. The DM should skip the first section of boxed text that follows and start with the next section of boxed text instead.

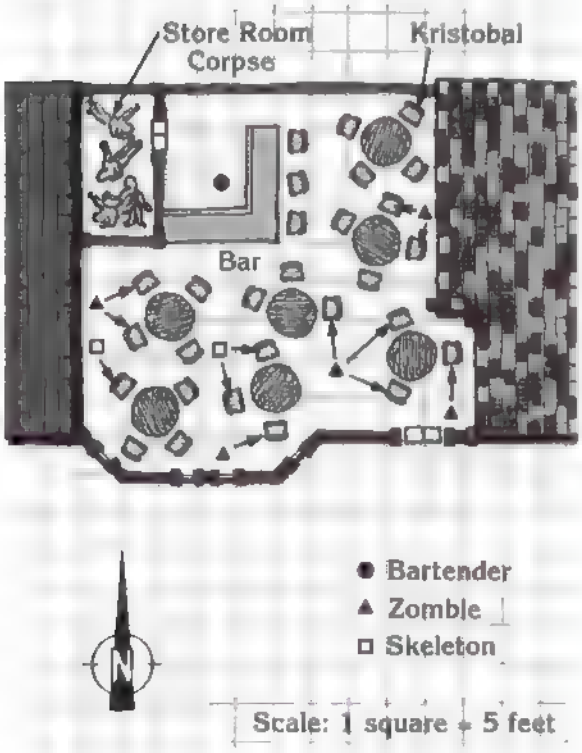
If the heroes are merely wandering the streets of Il Aluk, the DM will need to lure them into the pub. Read the following:

> A ghoul wearing smoke-blackened chain mail darts out of a doorway and scurries toward you, arms raised to show that her hands are too badly crushed to attack you with. Pausing a few steps away, she beckons to you with one of these mangled stumps and favors you with a hideous smile.
>
> "Come," she whispers. "My commander wishes to speak to you. He has information that may help you."

The ghoul is a lower rank Kargat operative; use the statistics for Kargat Lower Rank (Ghoul) on page 38. She has been sent to fetch the heroes at the behest of her vampire master, who is sitting in Potter's Pub.

Alternatively, the heroes are spotted by the vampire after they have entered the pub on their own. Read or add the following:

> The public house is a rough-looking place, a small, squat building. Its only sign is a cracked ceramic pot that hangs above the door.
>
> Inside, the tavern is low-ceilinged and dark. Smoke from a coal fire coils around the dark ceiling beams in questing tendrils, and the floor underfoot is filthy with debris and sticky with spilled drink.



About a dozen zombies and skeletons sit at rough tables, drinking from grimy glasses. The zombies throw back their heads and drink until their mouths are overflowing, drenching their filthy clothes with pungent smelling liquor. The skeletons pour the drink into their grinning mouths, oblivious to the fact that it splashes out through their skeletal bodies and onto the floor.

Only one of the customers seems to be gaining any pleasure from his drink. He is a handsome looking man, his dark hair pulled back in a neat braid and his sensuous mouth framed by a moustache and goatee. He wears a faded black rose in the lapel of his shirt, and around his neck hangs a fist-sized, black iron skull with ruby eyes.

Glancing your way, he smiles, revealing gold-capped teeth. Wiping a smear of red from his lips, he beckons you to his table.

The man in the corner is the vampire Kristobal del Diego, former commander of the Grim Fastness. (His statistics can be found on page 23.) He alone of the undead in Il Aluk is brave enough, or perhaps foolish enough, to seriously think about opposing Death.

Kristobal recognizes the heroes as characters who can somehow resist Death's absolute control (he literally sees this in their eyes) and wants to swap information with them.

Depending upon what has previously unfolded, Kristobal might be an "ally" of the heroes or their bitter enemy. The DM should tailor his conversation with the heroes accordingly.

Kristobal tries to find out if the heroes have any information that will help him resist Death. If the heroes played through the adventure *Death Ascendant*, they may have learned that Death can be driven away by strongly presented articles associated with birth. (Kristobal finds this information quite valuable.) Alternatively, this may be the information offered to the heroes by Kristobal. Otherwise, Kristobal offers the following tidbit: Death is trapped within Il Aluk and cannot leave the city.

While the heroes are conversing with Kristobal, the tavern owner Abel Canning arrives to freshen up his drink. Read the following:

The bartender, as ugly a creature as you've ever seen, approaches the table. His mottled skin is covered with patches of dark, wiry hair. He has a protruding muzzle, doglike, triangular ears, and needle-sharp teeth that drip with saliva.

A foul, carrion stench assaults your nostrils as the bartender draws near. It is impossible to tell if the smell is coming from the bartender himself or from the pitcher that he is carrying. The pitcher is filled with a warm, red liquid which was drawn from one of the barrels behind the bar; it is viscous and has small, dark clots floating on its surface.

The bartender fills your companion's glass and looks at you derisively. He puts the pitcher in the middle of the table, so that everyone seated can get a strong whiff of the liquid's bouquet.

Your companion holds the steaming glass out toward you. "Care for a drink?" he asks with a sly grin. "This one is on me."

Unless the heroes are themselves vampires, this gruesome scene is cause for a horror check. Should a failed horror check result in a hero experiencing senseless rage, a bar brawl might very well result.

Otherwise, Kristobal concludes his negotiations with the heroes and leaves the pub. If they try to follow him, he changes to his gaseous form. Like the heroes, he plans on leaving the city as soon as possible. For the moment, however, he is busy consolidating what support he can from among the lower and middle ranks of the Kargat.

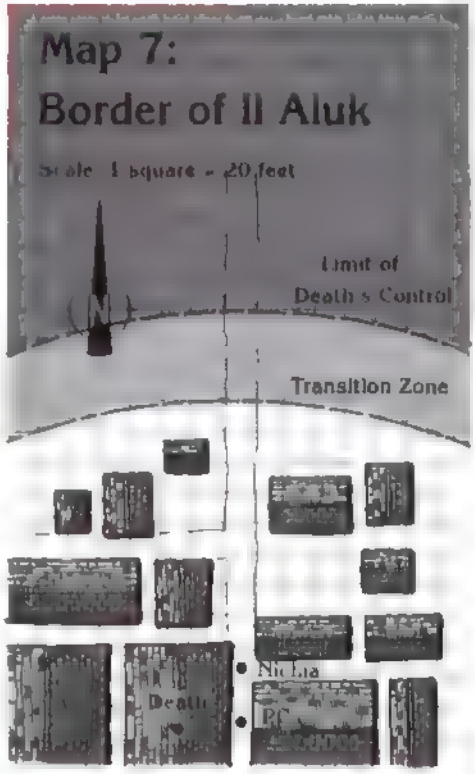
Whatever deals the vampire strikes with the heroes are false; he has no interest in their well being, only in gaining whatever information he can from them. He may even betray their whereabouts to Death as a sign of good faith.

For Abel Canning, use the Kargat Officer (Ghast) statistics on page 37. For the Potter's Pub customers, use the Il Aluk Resident (Zombie) and (Skeleton) statistics found on page 38.

A Deadly Reunion

Whether or not they have been looking for her, the heroes at last meet up with Nichia on the outskirts of Il Aluk. Unfortunately, so too does Death. Read the players the following:

> Perhaps two hundred feet ahead, the city gives way to fallow farmland. Open fields are dotted with tufts of withered yellow grass and abandoned farmhouses. A handful of ill-looking sheep stagger about in one of the fields, listlessly chomping at this meager sustenance.
>
> One of the animals wanders down the road, approaching the city. Suddenly the sheep collapses where it stands, as if struck dead. A moment later it rises on steadier legs. As you watch, the skin and flesh slough from its body, leaving only a skeleton. This bony carcase trots forward, its teeth clicking as it crops at the bare ground.
>
> Just at the point where the sheep fell, you notice an abrupt transition. The withered grass grows only up to this point; it ends in a line that curves away to the right and left in a broad circle that seems to enclose the city.
>
> About thirty feet ahead, between the spot where you stand and this boundary, an emaciated woman hobbles into view from a side street. She has desiccated skin and a face like a skull with glowing red eyes. She is dressed in multiple layers of patched clothing and a dirty crocheted cap, and is hunched over a walking stick. A skeletal bird, its pale bones tufted with patches of black feathers, is perched on the woman's shoulder.



The emaciated figure is Grandmother Nichia, who was transformed into a lich by the shock wave of negative energy that swept through Il Aluk. If the heroes call out to her, and if she is able to recognize them, Nichia turns to greet them. If the heroes have rescued Goya, her withered face breaks into a grin of delight as she rushes forward to embrace him.

Unfortunately, Goya is still terrified by the strange new form his mother has taken. The heroes must calm him down and reassure him that all is well. If they succeed (by making a Charisma check), he remains fearfully at their side. If they fail, they must

physically restrain Goya to prevent him from running away once more. Should this happen, Nichia uses either a *sleep* or *hold person* spell to prevent him from running. She then begs the heroes' assistance in carrying Goya from the city.

Grandmother Nichia (Lich): AC 9 (6 with magical cap); MV 12; HD 8; hp 35; THAC0 18; #AT 1; Dmg 1d4+1 (cane); SA spells; SD spells; SZ M (5′ tall); ML steady (12); AL N; XP 975.

S 9, D 15, Co 17, I 16, W 15, C 9.

Spells: 1st—*affect normal fires, enlarge, find familiar, jump, sleep*; 2nd—*irritation, knock, levitate, shatter*; 3rd—*fly, hold person, item, slow*; 4th—*fear, polymorph other, stoneskin.*

Magical Items: Nichia's cane acts as a *staff of withering.* Those struck by it suffer 1d4+1 points of damage and are aged 10 years, unless they are undead, in which case no aging takes place. She wears a crocheted cap with the same properties as a *+3 ring of protection.*

Phylactery: Nichia's phylactery is a small music box that she kept in her home. It's silver, inlaid with pearls, and plays a melancholy tune when wound.

Familiar: When the crow skeleton Lenore is present, Nichia gains a +1 bonus to surprise die rolls, due to her empathic link with the familiar.

Should Lenore be killed, Nichia is driven back into her phylactery and from there must transfer her essence into a new body.

Lenore (Crow Skeleton): AC 7; MV 3 (hopping), Fl 30 (C); HD 1; hp 11; THAC0 20; #AT 1; 1 (wing buffet); SD half damage from edged or piercing weapons; MR immune to *charm, hold, sleep* and cold-based spells; SZ S (1′ tall); ML fearless (20); Int low (6); AL N; XP 7.

Notes: Lenore can mimic human speech and knows a number of simple phrases. Nichia can issue simple telepathic commands to the crow at distances of up to one mile. When in direct physical contact with Nichia, Lenore saves as an 8th-level wizard.

If separated from her mistress (at a greater distance than one mile) Lenore loses 1 hit point per day; when she reaches zero hit points, she dies.

Just as the reunion is complete, Death appears on the scene. It has at last tracked down the heroes and wants to exact revenge for their having interfered in the Requiem. (If the heroes played in the adventure *Death Ascendant*, it may also be seeking revenge for their meddling in its original Ascension). Read the following to the players:

The first hint that something is amiss is the foreboding feeling that sinks into your heart like old grief. The second is the faint dusting of gray ash that begins to fall from the sky.

Just overhead, drifting down from the rooftop of a nearby building, you see an ominous and familiar figure. Its body is composed of mist and shadow, save for two bone-white hands and a skeletal face. The

creature's eyes glow with unholy malevolence, and its mouth splits into a ghastly grin as it descends toward the street.

"You!" it whispers in a voice as cold as the grave. "I shall have my revenge upon you all. You shall never leave my domain!"

The transition from Il Aluk (where no living thing can survive) to the lands of Necropolis that lie outside the city is marked by the line of diseased but still living grass. Death cannot cross this line with any portion of its body; it is trapped within the city. It should be noted, however, that Death's 60-foot radius of control over the undead residents of Il Aluk (including Grandmother Nichia, Goya, and any heroes who fail their saving throws vs. spell) can extend beyond this line. Death thus can call the undead under its control back into its realm.

To fully escape from Death, the heroes need to reach a point that lies 60 feet beyond this line. Naturally, Death will use every means at its disposal to prevent them from doing so. The most convenient tools at hand to aid in its attack on the heroes are Grandmother Nichia (who has a number of spells at her disposal) and Goya. Each automatically comes under Death's domination and is forced to attack the heroes.

This climactic battle with Death will determine whether the heroes escape Il Aluk and, indeed, whether they survive at all. Death is merciless with those who have opposed it; the demilord of Il Aluk seeks to utterly drain the life force of every one of the heroes.

As the encounter begins, the DM should ask each hero to make a saving throw vs. spell to see whether any of them fall under Death's control. Those who succeed in escaping this domination then face a thorny moral decision: whether to leave their companions and save themselves by running from the city or to save their companions at the risk of their own (un)lives.

During this confrontation, the DM will need to keep careful track of the relative positions of the heroes, Nichia, Goya, and Death, as well as the distance between each and the border of Il Aluk. If the heroes moved forward to the spot where Nichia was standing, they are 170 feet from the edge of Il Aluk. If they instead waited while Nichia came to them, they are 200 feet from the border of the city.

Remembering that a character can move ten times his movement rating in feet, the DM can work out how many rounds it will take each of the heroes to cross this border and become safe from Death's attacks, assuming that the heroes flee rather than stand in place and fight. (Characters who encumber themselves by trying to carry a companion to safety may move more slowly than usual.)

Death's movement rate is 60 feet per melee round. As the battle begins, Death is 10 feet above the heroes. For ease of record keeping, the DM should assume that Death's full horizontal movement of 60 feet per melee round includes descending the few feet necessary to place it within attacking range of the heroes.

In the Wake of Death

It is unlikely that the heroes will be able to defeat Death; the demilord of Il Aluk is a powerful opponent, capable of killing or reducing a character to half of his former life force with a single touch. However, it is possible for the heroes to escape Death's revenge by fleeing the city.

Once the heroes have successfully escaped from Il Aluk, the *Death Triumphant* adventure comes to a close. If Grandmother Nichia has also escaped, she can restore the heroes to their normal forms by using her *rod of resurrection* to bring them back to life. If Nichia or the rod was lost, the heroes must seek out some other means of bringing themselves back to life. Otherwise, they face the grim prospect of remaining outcasts in the lands of the living, who regard them as "monsters."

Whether or not the heroes remain undead, they can continue their adventures in Ravenloft. The book *Necropolis* offers a complete description of this domain, plus a number of adventure seeds that can be used by a DM to create a campaign. It also hints at how the heroes might escape the Demiplane of Dread (portals in the Mistlands, for example).

The City and its Demilord

Dreaming a dream to prize,
Is wishing ghosts to rise;
And, if I had the spell
To call the buried well,
Which one would I?

Thomas Lovell Beddoes

Il Aluk, the city in which *Death Triumphant* is set, undergoes a dramatic transformation halfway through this adventure. Prior to the activation of the *doomsday device*, it is a thriving, cosmopolitan city. After the events of Darkest Night, however, it is transformed into a city of the dead.

This section describes Il Aluk both before and after its transformation. It also looks at the two powerful organizations that dominate the city: the secret police force known as the Kargat and the priesthood of the Eternal Order. Finally, it describes the "demilord" of this transformed "domain," the creature known as Death.

Il Aluk

Before its transformation, Il Aluk is a sprawling metropolis with a population of 25,000. Its people are a mix of races; humans, elves, dwarves, gnomes and half-elves live together in harmony. Although they originated in many different lands, all share one common trait: After three months in Darkon, each firmly believes that he was born and raised in this domain.

The city lies on the broad Vuchar River and is built along either side of a brick-lined canal. A number of arched stone bridges cross this waterway, connecting the busy docks on either side.

To the north of the city, the land becomes swampy and is difficult to build on. For this reason, the poorest sections of town lie to the north of the Vuchar River, where tumbledown apartment blocks crowd out the sun. South of this dividing line, the land is firm and fertile. The middle class merchants have thus built their homes here. At the southernmost outskirts of the city, surrounded by lush woodlands, are the large estates of the wealthy. Surrounded by high walls, they are enclaves of luxury and open space in this teeming city.

The public buildings of Il Aluk are constructed along gothic lines. There are foreboding towers of gray and black stone, decorated with grim statues of fearsome beasts. The streets are filled with grim-faced statues of the city's founding fathers.

Il Aluk is home to both the immense Temple of Eternal Penitence, primary church of the Eternal Order, and to the Grim Fastness, the chief prison and headquarters of the Kargat secret police force.

The Eternal Order

There is a widespread belief among the populace that the dead must be honored and propitiated, lest they rise up from their graves during the Hour of Ascension to exchange places with the living. This belief has given rise to a popular saying: "We claim the dead, lest the dead claim us."

According to legend, Darkon was originally a realm of the dead. These once-restless spirits were displaced by the arrival of the living and now brood, deep in their tombs, awaiting a chance to rise up and reclaim what was once theirs. This evil day lies at some point in the near future and is believed to be kept at bay only by the worship and propitiation of the gods of death.

The source of this myth was Azalin himself. Although the people believe him to be no more than a mortal wizard, many have seen the effects of his spells. On several occasions, he raised the dead to do his bidding; once, when Darkon was invaded by soldiers from neighboring Falkovnia, Azalin raised an entire army of undead from the bones of those who had fallen in previous battles. Not realizing that Azalin was responsible, the people of Darkon assigned these inexplicable and terrifying "ascendancies" to a magical property of the land itself.

Over time, the local beliefs were codified into a religion. Elements from various faiths were incorporated, but all were based on the worship of the same core group of deities: gods that represented the force known as death.

Azalin was quick to turn this fledgling religion into a force to serve his own interests. He named the religion the Eternal Order and financed the construction of a series of temples, some grand and some small. He staffed these with a corps of priestly bureaucrats who had proven both their depravity and their dependability. While these evil priests do have some magical powers (which they believe are granted by the gods of death), the religious services they conduct for the Darkonian populace are a sham and are designed to salve the fears of the populace. They are also a means of lining the coffers of the temples.

The rituals of the Eternal Order give its priests some control over the undead, but they do not protect the lay worshipper in any way. The dead continue to rise up from their graves when Azalin bids them to do so.

Nevertheless, Darkonians are compelled by law to worship every fourth evening at a temple of the Eternal Order. Mass begins at sunset and ends at the stroke of midnight, known as "the hour of unbalance." Unless the populace prays under the guidance of priests (and unless they each pay a tithe of one silver piece each time they visit the temple), the pendulum will start to tip, and the dead shall come one step closer to the land of the living. So long as the people worship, this dreadful event shall not happen within their lifetime, or so they are told.

Darkest Night

Once each year, on the longest night of the year, Darkon's moon does not rise. The sky is utterly black, save for a smattering of bright stars, and the land below is shrouded in darkness.

This is Darkest Night, an evening that is especially feared. According to legend, the realms of the living and the dead are closer together at this time. The dead look out upon the land, watching jealously for signs of the living. They are particularly attracted to light, and their attention may be caught by as small a glow as that produced by a candle. Guided into the world of the living by this light, they then torment the wretch who "summoned" them.

For this reason, Darkonians extinguish all lights during the long hours of Darkest Night. The prohibition against producing illumination of any kind is rigidly enforced; anyone who breaks this rule is assumed to have evil in mind, for what possible good could come of trying to draw the dead into the land of the living? Transgressors might even be assumed to be attempting to hasten the Hour of Ascension itself.

The Kargat

The Kargat is a secret police force that was set up by Azalin to patrol his domain. Accountable only to their own leaders and to the lich lord himself, its plainclothes officers can ignore any regional law and need fear no reprisals from local militias.

The Kargat operate a number of prisons in Darkon's cities, prisons from which few have ever emerged except as broken shadows of their former selves. The most famous of these is the Grim Fastness in Il Aluk.

Only the lower ranks of the Kargat are known to the populace at large. These are typically 5th-level warriors, drawn from a number of different races but united in their cruelty, subtlety, and tenaciousness. The middle ranks of the Kargat (who only rarely dirty their hands with arrests) are made up of lycanthropes, while the upper ranks are held by a select and secret cadre of powerful vampires whose identities are known only to those they directly command.

Magic and the Law

As lord of Darkon, the lich Azalin has decreed that all magical items brought into his domain become the property of the state. Powerful or unique items thus confiscated are conveyed directly to his stronghold at Castle Avernus; lesser magical items remain in the hands of the Kargat or the priests of the Eternal Order.

In towns and cities where both of these organizations are active, the Kargat are responsible for performing the investigations necessary to ferret out magical "contraband," while the priests are responsible for instilling fear and guilt into the populace so that these items are voluntarily turned in. The magical items that are collected are then ritually "destroyed" during a midnight mass at an Eternal Order temple. The rationale given for the destruction (which is faked) is that this prevents these powerful items from falling into the hands of the dead on the day that they eventually rise to reclaim the land.

Heroes who openly display or use magical items may face arrest by the Kargat. Alternatively, the priests of the Eternal Order may attempt to turn the local population against them, claiming that these "hoarders" must be on the side of evil.

A City Transformed

When the *doomsday device* was activated, it threw out a shock wave of negative energy so powerful that every living thing in Il Aluk was instantly slain. At the same time, the streets and buildings of the city were permeated with this force, which began to pulse within the city like a corrupted heartbeat. As a result of this powerful energy, the people and animals of Il Aluk were infused with unlife and rose as undead creatures on the morning that followed Darkest Night.

Oddly enough, the people of Il Aluk seem ambivalent to their new status as undead creatures. They carry on as they did before, going about their business as shopkeepers and craftspeople and returning to their homes at night. There is an atmosphere of melancholy in the air, however, for the undead sense that they are merely going

through the motions of life. No longer needful of food nor sleep and incapable of the finer emotions such as joy or compassion, they live hollow, unfulfilling existences that are unleavened by laughter or love.

These are the fortunate ones. Others cannot experience even this much freedom of movement. When the shock wave of negative energy swept through Il Aluk, a number of its residents were instantly turned into creatures that no longer had the ability to move about the city at will. The outlines of these wretches were burned into the very walls of the city's buildings. Their spirits remain within these grim outlines, trapped as shadows within the stone. They are able to emerge only for brief periods, and then only to wreak great evil.

Although few of Il Aluk's undead residents have met Death face to face, they instinctively know this creature to be their new master. Death can utterly dominate any undead creature within 60 feet of itself and exerts a subtler control over the entire city that causes its undead residents to fear leaving. They hesitate at the edge of the city, unwilling to cross the invisible line that separates this city of the dead from the realm of the living.

As for living creatures who venture into the city from outside, they are instantly slain unless they can make a successful saving throw vs. death magic. Those who succeed become undead creatures and succumb to the yearning to find a place for themselves in this teeming metropolis. After three days of residence in Il Aluk, they believe themselves to have always lived here and become an integral part of the city's unlife. They feel no desire to leave, although they could wander anywhere in Ravenloft if they chose (assuming that Death permitted them to leave the city).

Animals, too, are affected by the negative energy that pulses through Il Aluk. Skeletal horses pull the city's carriages and carts while zombie rats skulk in its sewers. Ghoul fish swim through the canal while pigeons with tattered clumps of feathers clinging to their bony frames nest on the city's rooftops. Plants are likewise affected; only the dried and dead husks of trees and flowers remain.

Not a single living thing exists in Il Aluk—not even a mold or virus. Because there are no bacteria, nothing rots; corpses lie in the streets where they fell, unable to decompose. Bacterial diseases and infections (even magical diseases like lycanthropy or mummy rot) instantly clear up when the creature they afflict enters the city. Unfortunately, the price of this "cure" is either death or unlife.

Feuding Factions

The activation of the *doomsday device* and the transformation of Il Aluk have had a great effect upon the priesthood and the Kargat. First and foremost, all of the members of these two organizations who were within this city when the *doomsday device* was activated were transformed into undead creatures (if, indeed, they were living to begin with). In addition, both sides were affected by serious losses. The priesthood saw a number of its members reduced to mindless zombies as a result of Azalin's "grim harvest" of life force (they were subsequently slain when the *doomsday device* exploded), and the Kargat lost its stronghold in Il Aluk when the Grim Fastness was destroyed.

Within Il Aluk, the Kargat remain fervently loyal to Death. Since the majority of them have been transformed into ghouls, however, they now are much more concerned with feeding their hunger for flesh than with enforcing any of the city's laws. The Eternal Order, as priests who worship death and dying, are divided on the nature of Death. Some revere Death as a manifestation of their gods. Others do not believe that Death is divine, but recognize the creature's potency and unchallenged control over them. United in service to this powerful master, the two organizations exist in an uneasy alliance that is occasionally punctuated by open conflict.

Outside the city, once news of Azalin's disappearance begins to spread, both the Kargat and Eternal Order will begin taking steps to claim the powerful magical items they once confiscated for their lord, some of which have presumably been left behind in Castle Avernus. This greedy struggle between the two organizations is almost certain to erupt into open warfare, as each struggles for control over Necropolis' six regions.

In the meantime, word will begin to spread among the common folk about the

transformation that Il Aluk has undergone. After the shock wave of negative energy swept across the land (a phenomena that most are at a loss to understand) the first thing to be noticed was the sudden lack of communication with the city. The next indication that something is drastically wrong will be that people who travel to the city do not return. On the Vuchar River, entire ships will disappear. Then, the undead will start to trickle out of the city, and the first eyewitness reports will start coming in.

Believing the Hour of Ascension to be at hand and wanting to defend their own cities and towns against any spread of this "invasion," the living inhabitants of Necropolis will be increasingly reluctant to turn over magical items that may protect them from what seems to be an imminent influx of the undead. The bravest among them will actively defy the orders of the Kargat, who are no longer backed by a central authority in Il Aluk.

As word begins to spread about how the dead have risen up to claim Il Aluk, people across the domain will start to wonder if their own cities and towns will be the next to fall. Some will become even more fervent in their worship of the gods of death, seeking to appease them with ever more magnificent offerings. A handful, however, will start to question the validity of the state religion, whose priests seem to have failed in their task of holding the dead at bay.

Death

The streets and buildings of the transformed city of Il Aluk are filled with the undead. So infused with negative energy is the city that not a single living organism can exist there, not even a lowly insect or even a bacterium.

Who better to rule this ghastly city than a creature that not only has absolute control over the undead but also seems to be the personification of Death itself?

Appearance

Death's appearance can best be summarized by conjuring up an image of the grim reaper. Its body is insubstantial and is formed of shadow and mist. The only solid portions of the body are two skeletal hands and a skull with a bright red glow in each eye socket.

The body has the approximate configuration of a loose robe, although its exact shape is ever-changing. When Death wants to grasp something, for example, it merely extends one of its misty arms until its hand can reach the object.

Background

Before being transformed into the creature it is today, Death was a normal mortal. Unless the heroes' actions caused a different individual to enter the golden coffin in *Death Ascendant*, this mortal was a human by the name of Lowellyn Dachine (the heroes, however, may have caused another NPC from that adventure, or even one of the heroes themselves, to be transformed into Death). This unusual man served as both a member of the Kargat (the secret police of Darkon) and a priest of the Eternal order (the state religion of Darkon).

Although he did not realize it, Lowellyn was the product of one of Azalin's fiendish experiments. Using a powerful *wish* spell, the lich lord had caused a number of women in the domain of Darkon to become impregnated with clones of himself. Azalin encouraged these children to study magic and hoped to harvest the magical knowledge they had gathered, but the experiment failed.

Azalin instead used Lowellyn to build and test the *infernal machine*, a prototype for the *doomsday device*. As a result of this experiment, Lowellyn was transformed into the creature known as Death. He shed his priestly abilities during the transformation, but in the process gained a wide range of new powers and abilities.

A short time later, Death was driven out of the Temple of the Eternal Order in Nartok, (where the experiment had been conducted) and into the Ravenloft Mists.

Current Sketch

When Death emerged from the Mists, it found itself in the city of Il Aluk. Here it sought out Azalin, who was preparing to activate the *doomsday device*. So that Death could help with this project, Azalin restored its skull and

hands (if indeed these had been destroyed as a result of the events of *Death Ascendant*).

When the city was transformed into a realm of the dead as a result of the activation of the *doomsday device*, Azalin disappeared. Death stepped into the vacuum and became the city's demilord and Azalin's successor.

Death is trapped within the confines of II Aluk. It cannot leave the city because it relies upon the negative energy with which II Aluk has been infused to sustain itself. It does not see this captivity as a punishment, however. Death enjoys ruling over the undead that populate the city and regards this as its rightful destiny. It has the fealty of both the Kargat and (to a lesser degree) the Eternal Order priesthood of II Aluk. Due to its power to utterly control undead within its presence, Death rules the city with absolute authority.

Death is not a true dark lord, and II Aluk is not a true domain. Death is not laboring under any great curse, as all the other dark lords are. Nor can it close the borders of its "domain" as the other dark lords can. Instead Death must rely upon its minions to enforce its will, should it wish to force someone to remain within the boundaries of II Aluk.

Confronting Death

Neutral Evil

Armor Class	0	Str	18
Movement	Fl 6 (A)	Dex	18
Level/Hit Dice	10	Con	18
Hit Points	30	Int	17
THAC0	11	Wis	18
No. of Attacks	2	Cha	3

Damage/Attack	1d4+1 (touch of its mist body)
Special Attacks	vampiric energy drain (touch of its hands)
Special Defenses	fear aura; cold aura; immune to *charm*, *sleep*, *enfeeblement*, *polymorph* spells, to cold and electricity based attacks, and to death magic
Special Weaknesses	birth symbols
Magic Resistance	50%

Note: A number of Death's special abilities only affect living creatures. Such a confrontation is unlikely to occur since Death is confined within II Aluk, where no living creature can survive. But the abilities are presented here for the sake of completeness, should the DM wish to allow Death to make an appearance outside the city at some point in future

Weapons pass harmlessly through Death's mist-and-shadow body. The solid portions, its skull and skeletal hands, are Armor Class 0 and and may only be damaged by magical weapons. Any weapon striking the skull is affected as if it were the victim of a *crystalbrittle* spell. Nonmagical weapons immediately shatter while magical weapons shatter unless the wielder can make a successful saving throw based on the weapon's magical bonus. (For each +1 of bonus, the weapon has a 5% chance of saving.)

Death projects an aura of fear. Characters capable of succumbing to *fear* spells who look upon Death must make a successful saving throw vs. spell or flee in terror for 4d4 rounds.

Death also projects an aura of cold; the air palpably chills when it is present. All living

creatures approaching within 15 feet of Death must make saving throws vs. death magic or be chilled to the extent that they suffer the same effects as are produced by a *slow* spell while within this radius. The undead are immune to this effect.

Living creatures who touch or pass through the mist-and-shadow portion of the body suffer 1d4+1 points of damage from this brief contact with the Negative Energy Plane. Undead creatures are not affected in this manner.

Death attacks by extending its arms to send its skeletal hands floating toward his intended targets. A successful touch by one of these hands (on a normal to hit attack) instantly drains life force. If the victim can make a successful saving throw vs. death magic, only half of the total life force is lost; the victim is reduced to half of his former experience level and hit points (rounded up). Any level-linked abilities and proficiencies are also lost. These effects are permanent and may only be reversed via a *wish* spell.

If the saving throw is not successful, the victim is instantly slain as all of the life force is drawn from his body.

As the life force is drained, it is transferred to Death, who uses the stolen hit points to replenish any hit points that it has lost. Using this ability, Death can raise his hit point total above 30. Given enough victims to drain, there is no upper limit to the number of hit points Death can have. These stolen hit points, however, remain for only one day, after which they simply dissipate, leaving Death with only his original 30 hit points.

While Death is attacking, a long, thin streamer of mist and shadow connects its skeletal hands to its body. If this connection can be even momentarily disrupted (for example, by a weapon or other object passing through the streamer), Death loses control of the hand for that round and cannot complete the attack. The hand immediately withdraws into its body—but on the next round a new streamer is formed and the attack is resumed. (For the purpose of determining whether a weapon passes through the streamer, its Armor Class is 3. Successful hits do not damage Death.)

The attack can also be interrupted by any corporeal character who uses a portion of his own body to disrupt the streamer (passing a hand through it, for example). Any living character who does this, however, suffers 1d4+1 points of damage from this contact with Death's body.

Death can automatically control any undead creature within 60 feet of itself, utterly dominating its will and directing its actions. It may drain these creatures at will with a touch; they give their life force willingly to their master. Only the heroes can resist this effect, and then only by making a successful saving throw vs. spell.

Death is not an undead creature and thus cannot be turned. Attempts to turn or control undead creatures that are under Death's direct control are made at a –2 penalty.

Death can see even in absolute darkness, and moves by slowly flying. In its wake it leaves a faint trail of cold ashes.

Hit Points: In the *Death Ascendant* adventure, Death's hit points were determined by the number of crystal skulls powering the *infernal machine* in which Death was created. In this adventure, Death's hit points have stabilized at 30. These hit points are distributed between the two skeletal hands and the skull. Each of the hands has six hit points, while the skull has the remaining 18 hit points.

Death feels an insatiable need to drain the life force from other creatures. Its hit points steadily increase as it uses its energy drain attack, which has vampiric qualities. On each successful attack, the hit points drained from a victim are transferred to Death. These additional, temporary hit points are concentrated in the skull. They remain there for one day, after which they are lost, thus making Death's hunger for life force truly insatiable.

If a skeletal hand is destroyed (reduced to zero or fewer hit points) the fragments fly back to Death's body and swirl around inside it until Death has stolen at least six hit points from another creature. This fully repairs the hand, which becomes functional on the round after the last of the needed hit points are stolen. Until the hand is fully repaired, it cannot leave the body or be used to attack.

If a hand is permanently destroyed (by means of a *disintegrate* spell, for example) Death can use any other bits of bone that happen to be nearby to reconstitute a hand for itself (ripping them out of a corpse with its

one good hand, if necessary). These bone fragments are swept up into its body, where they form into a skeletal hand once the required six hit points have been stolen.

Should the skull be damaged, Death can use its life-force-draining abilities to steal the hit points necessary to repair it. Death usually repairs its skull first, before repairing its hands.

Should the skull be destroyed (reduced to zero or fewer hit points) Death immediately loses control over its skeletal hands, which fall to the floor in pieces. Death is reduced to its mist-and-shadow body. Two glowing red eyes remain where the skull was once suspended, however, allowing Death to see. With its body now fully incorporeal, Death now can pass through solid objects like a ghost.

At the same time, lacking a solid appendage with which to touch other creatures, Death loses the ability to drain life force and, thus, is no longer able to restore hit points to itself or to reconstitute solid body parts from bone. At this point, Death is a most unusual creature. It has 0 hit points but is not dead (and, in fact, cannot be killed). It is still capable of inflicting damage by proxy, by controlling the actions of any undead within 60 feet of itself. It can also use these minions as a means of manipulating physical objects.

Azalin taught Death how to replace its skull, should it be destroyed. However, without Azalin's skill and genius, the process requires at least five high-level necromancers and leaves Death severely weakened for several weeks. Understandably, Death prefers not to have to undergo this process and protects his skull by imbuing it with as many hit points as he can muster.

Weaknesses: Death has a particular abhorrence for anything associated with birth. The cry of a newborn creature (human or animal) causes it excruciating pain, forcing it to immediately curtail any attacks and to lose the concentration necessary to control undead. The forceful presentation of an object associated with birth (a baby's blanket, for example) drives Death back as if it were an undead creature that had been turned.

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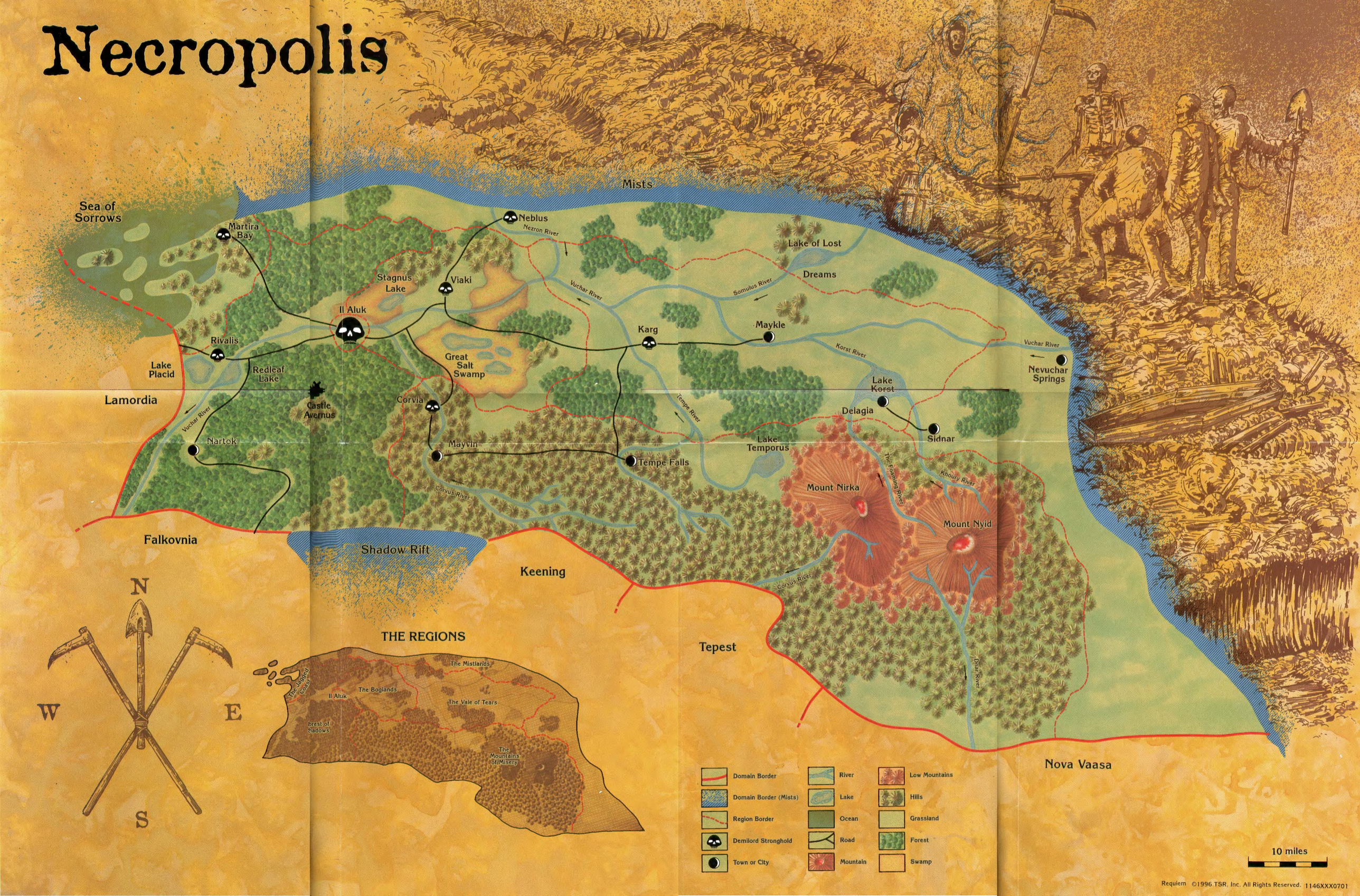
Necropolis



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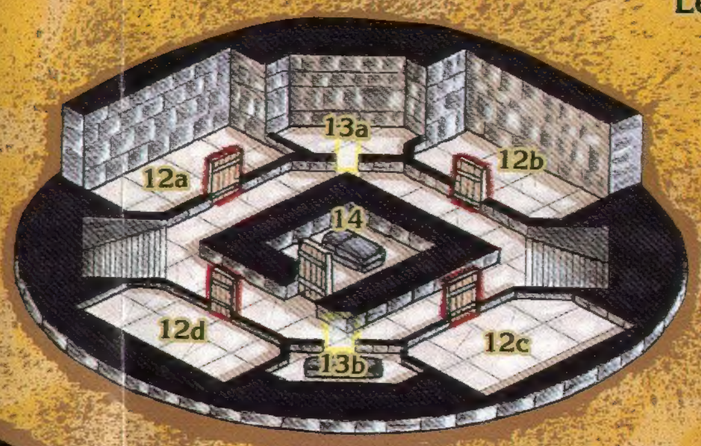
The Grim Fastness



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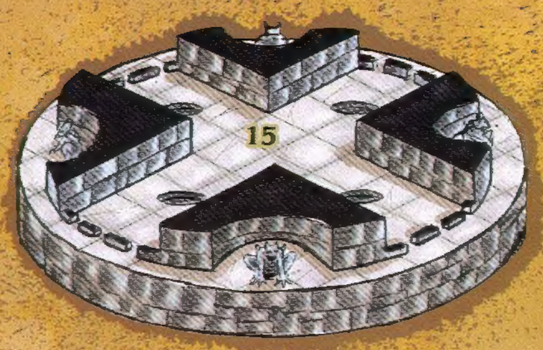

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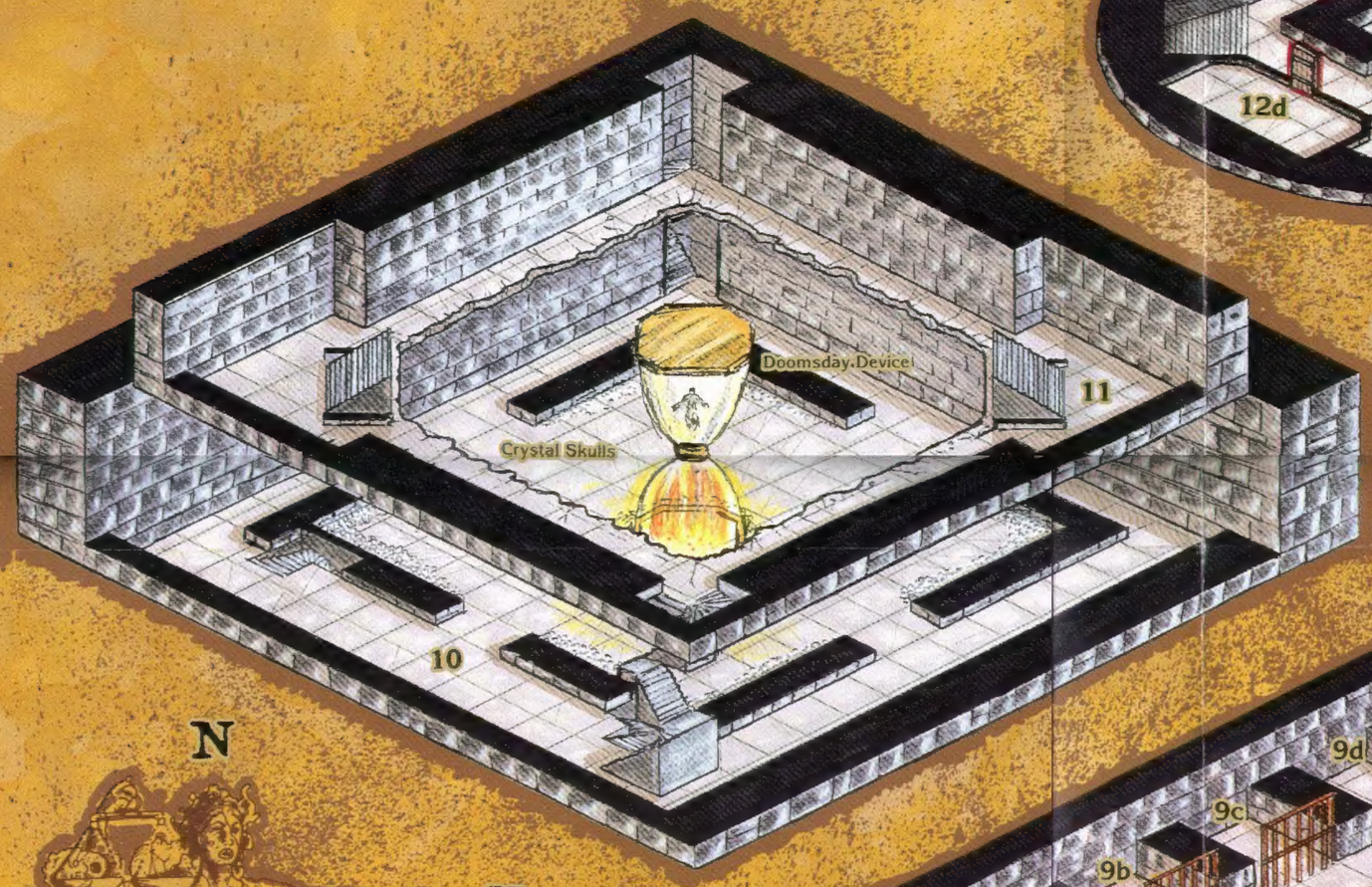

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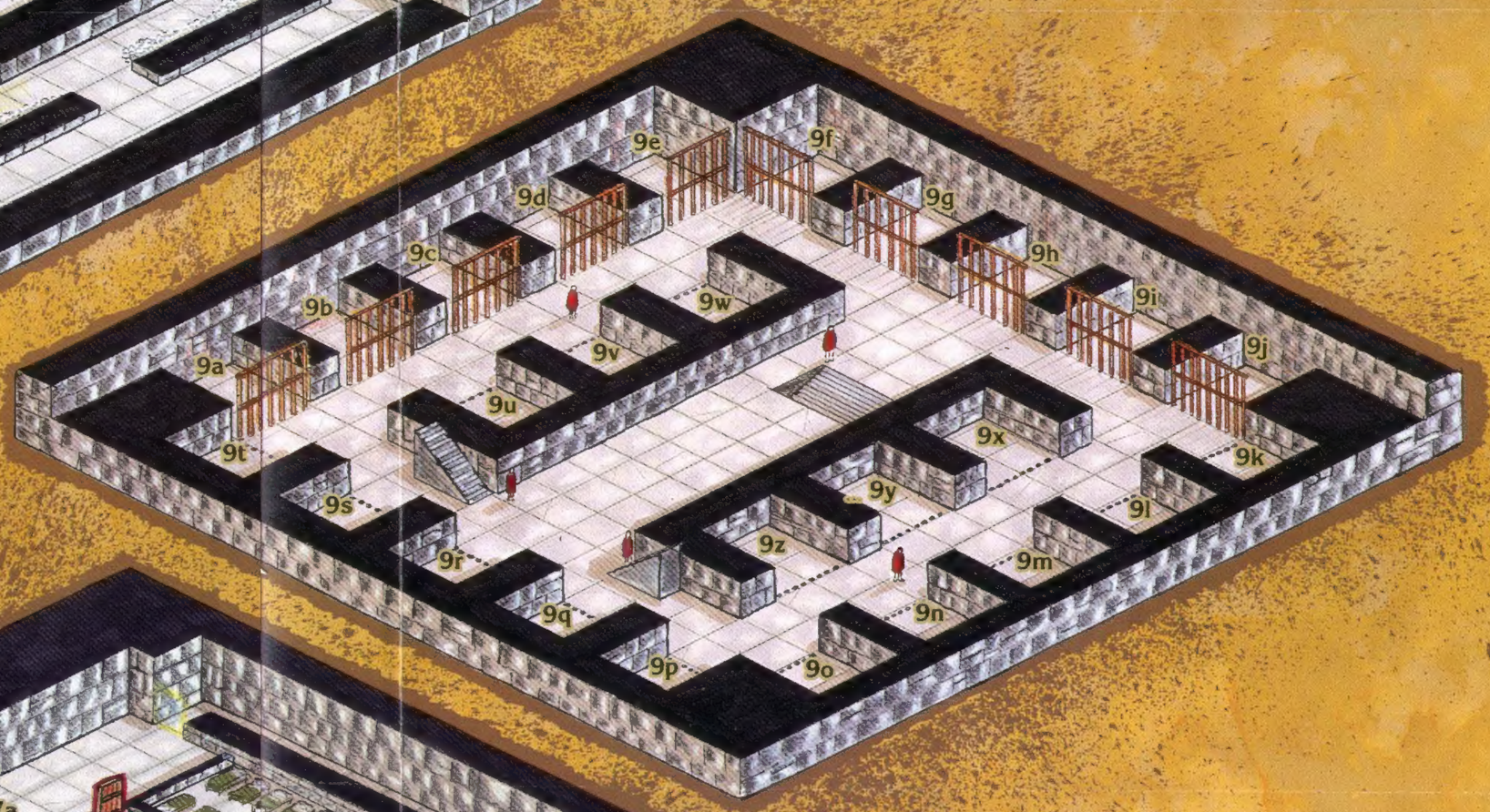

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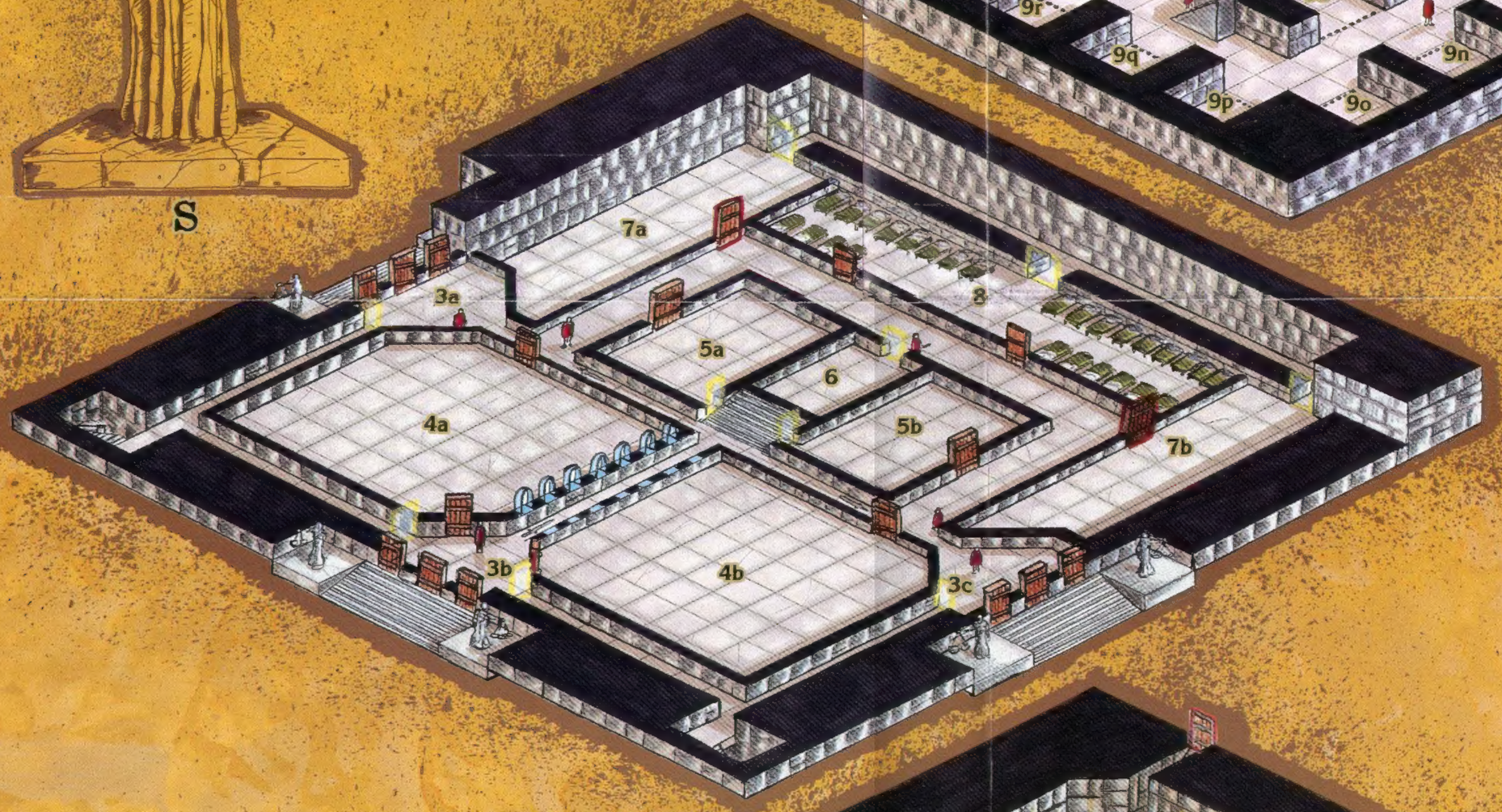

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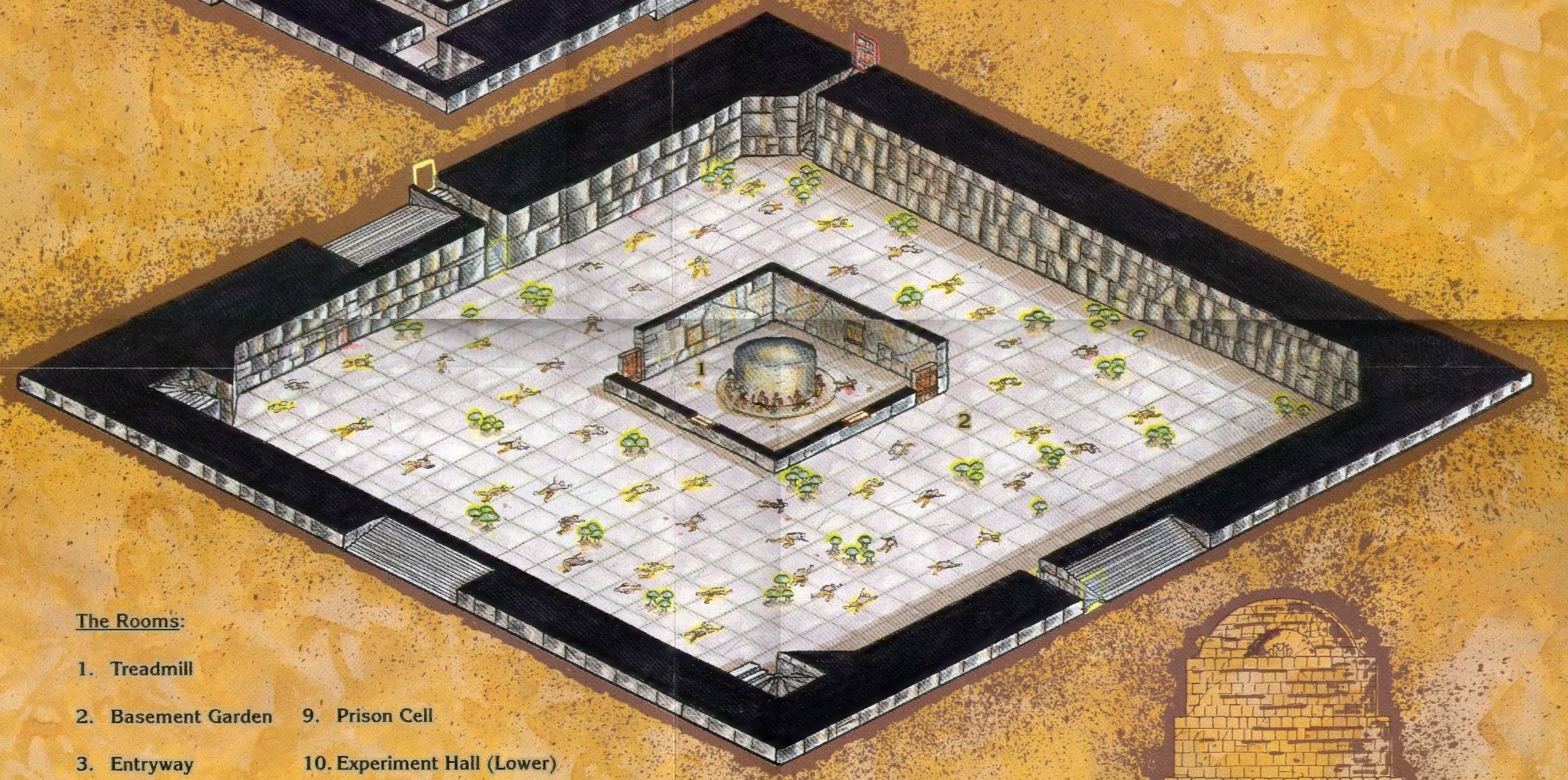

Level 1

Legend:

- Door
- Locked Door
- Secret Door
- Window
- Bars
- Kargat Guard
- Corpse With Fungus
- Mushrooms
- Dagger Symbol

Scale: 1 square = 5 feet

The Rooms:

1. Treadmill
2. Basement Garden
3. Entryway
4. Torture Room
5. Office
6. Treasury
7. Weapons Room
8. Barracks
9. Prison Cell
10. Experiment Hall (Lower)
11. Experiment Hall (Upper)
12. Officer's Bedroom
13. Secret Chamber
14. False Coffin
15. Belfry

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by William W. Connors & Lisa Smedman

SCANNED BY: JACK D. KNIGHT

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